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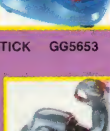
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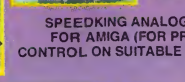
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CONT

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Gothic horror in *Dark Seed II* which could feasibly star Nick 'Gruesome and Grizzly' Merritt. Plus gossip on *Body Blows II*.

50 Public Domain

As well as the usual close look at the current PD scene, we feature 17 Bit Software, the gurus of cheap and cheerful games. What did they have to say?

95 Talkback

Hey, we're hard. We're not frightened to tackle the ITV bigwigs. Well actually we are but our pal, Stuart N. Hardy, is all for telling *World In Action* what he thought of their outrageously unfair documentary.

97 Boggit's Domain

Hotter than a Waco wacko and just as insane, Boggit tears apart all your favourite adventures and RPGs in his own very distinctive way.

90 Subscription

Let your postman have fun tackling your Dobermann Pinscher by forcing him to deliver the best Amiga mag to your door.

92 Budget Games

Another cluster of cut-price stuff from all over the world. That's right, Global try to entice you to spend your dosh on *Battle Squadron*, *The Plague* and more.



102 Buyer's Guide

Anyone who's anyone needs a decent buyer's guide. We're not talking about how to select the best processed peas in the grocers - no, we're talking loadsa GAMES!

Win! Dream holiday - p44

If the recession has been dragging you down, your dog died, your girlfriend eloped with your sister and the washing machine spewed all over your kitchen floor, then what you need is a good holiday. So for the best in holidays, there's only one place to turn to - and that's Amiga Action! A quick turn to page 44 might just be the beginning of something big... And for those miserable individuals amongst you who'd prefer fiddling with a joystick to reclining in Barbados, here's your chance to win the reviewer's favourite stick (unless you're Nick) - the ZipStik. A turn to page 57 may do you a favour...



EVENTS REVIEWS

COVERDISKS

Over the top as always, we are giving away two fantastically fabulous free disks with more demos than ever before! First on the agenda is Psygnosis's monstrous *Hired Guns*, a fruity multi-player affair. Then experience the wonderful world of *Donk*, a sizzling platform adventure of immensely addictive proportions. Plus lots of plusses as we present the latest and greatest collection of PD games from the folk at PD Soft. There's more than enough here to keep you going until next month.



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Strategy game failing to make a good Impression.

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A Flash of inspiration with this platform adventure.

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Goochie-Goo! Cricket sim for the summer months.

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Titanic platform puzzler from Zeppelin.

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Is it a bird? Is it a... Well, you know what he is!



FEATURES



When the Lemmings came to town, they drank our beer, trampled on our cars and made a bloody mess on the floor. Crazy as they are, we still managed to talk exclusively to them (p18). The mighty Superfrog tells of his sexual frustration (p68) while Zool reveals the identity of his luscious partner for the first time (p47). And then there's an in-depth look at CompuServe and the novelty of playing with someone millions of miles away (p86).

PLAYER'S GUIDES



Quit fooling around on *Flashback* and use our extraordinary player's guide to roam the dark and mysterious world in complete safety. And no longer do you have to take a beating in *Body Blows* because we show you how it should be done without the use of explosive firearms or mothers-in-law. Also, there's a large smattering of hints and tips for the toady hero of Team 17's *Superfrog*. So jump to it in style with AA, the best for painless help.

CHARTS

What's the word on the street? What are you buying in your thousands? What's more popular than a funeral parlour in Texas? We have the most up-to-date and officially recognised Gallup charts. Check out the full price and budget scene: are Team 17 still dominating with *Body Blows* and *Alien Breed '92*? Or are the Lemmings riding high with the intention of falling off for a dramatic death? Do the Bitmaps throw the charts into turmoil with *The Chaos Engine*?



BLUEPRINTS

CyberRace62
Speed kills but nobody told these guys.

Open International Golf...64
A PGA Golf beater? A birdie or a bogie?

Overdrive66
Go through more rubber than on a Saturday night.

Note to our readers:

Even the mighty Amiga Action can make the odd slip occasionally. Anyway, for starters, some of you may have noticed a problem with 1 Down of the Zool Has Cross Words compo in last month's issue. Yes, we can't spell 'Chupa Chups'. Just fill it in, spelled 'Chuppa Chups' and send it to us as per normal. We won't mind! Also, the lowest 4 Across should be 14 Across! We'll extend the deadline to 2nd July 1993 so keep sending in your entries. (The person responsible has been shot.)



Violet's agent strikes again. Why doesn't anyone ask us if we want the job, eh? EH?!

The First Word

The first thing I want to do is welcome our newest member, Paul Roundell, to the team. He's worked for Amiga Computing and Atari ST User in his sordid past and he'll be helping us with our reviews.

The next thing is the reviews themselves. You'll notice that the numbers have been dwindling recently. This unfortunately is a problem for all the mags now, not just ourselves, and is because few games get released at this time of the year. We hope this situation will improve, but all we can do is ask the games houses to be more generous!

Anyway, we hope you enjoy the new issue!

Regards,
Alan Bunker – Editor.

Violet heads into space

Violet Berlin, famous for never turning down the chance of appearing at or on any computer game-related event anywhere on the planet, is soon to stretch her tentacles even further – into space! In case you think this means she's going to be the first person with spikey hair to set foot on the Moon or something, you'd be wrong, because she's soon going to be hosting a new satellite and cable video game show called Head to Head (on the Children's Channel).

If you're into the idea of appearing on this, write now with your name and address and telephone number to: Head to Head, The Children's Channel, 9-13 Grape Street, London WC2H 8DR.

Not free really

When we saw this product for the first time, it was hard not to suppress a slight snigger. Not because it's from Spectravideo, makers of slightly off-beat games controllers and our favourite Press Release writers. Nor because they've said the thing is British designed and made and implied that's a reason for buying it. Of course, the reason is that it looks just like a police truncheon... or something.

Anyway, it's called the Free Flight and is a joystick for flight sims. Apparently, not connecting the



Luckily, we can use the fact that our finely-tuned British sense of humour allows us to see the funny side of this product.

thing to a square plastic base is supposed to make it much better than an ordinary joystick, but in case you are unconvinced by this, take some comfort from the fact that it uses optical switching and was designed by pilots too. You can grab it for a mere £39.99.



We're into dogfights on Amiga Action as it reminds us of a typical day at the office. They never look this good though.

Poetry from 'Prose

MicroProse like to think they're pretty good at flight sims and to prove it, they've sent us a huge file with all the details of their recent releases in it. Luckily for us though, they've also got a new sim, Dogfight, in production. This involves you choosing any plane from a Sopwith Camel to an F-16 and getting down to some serious mayhem. We've only seen a PC version of this so far and all we can say about it is 'wow' 'coz the graphics are so good. However, none of this really comprises a proper review, so we guess you'll just have to wait until we can get hold of a copy around the August release date.

Commodore's golden prospects

Commodore, the company that most of you will probably have briefly brushed shoulders with (can't think why), are giving £25,000 to sponsor the British Sports Association for the Disabled at the Atlanta Paralympics.

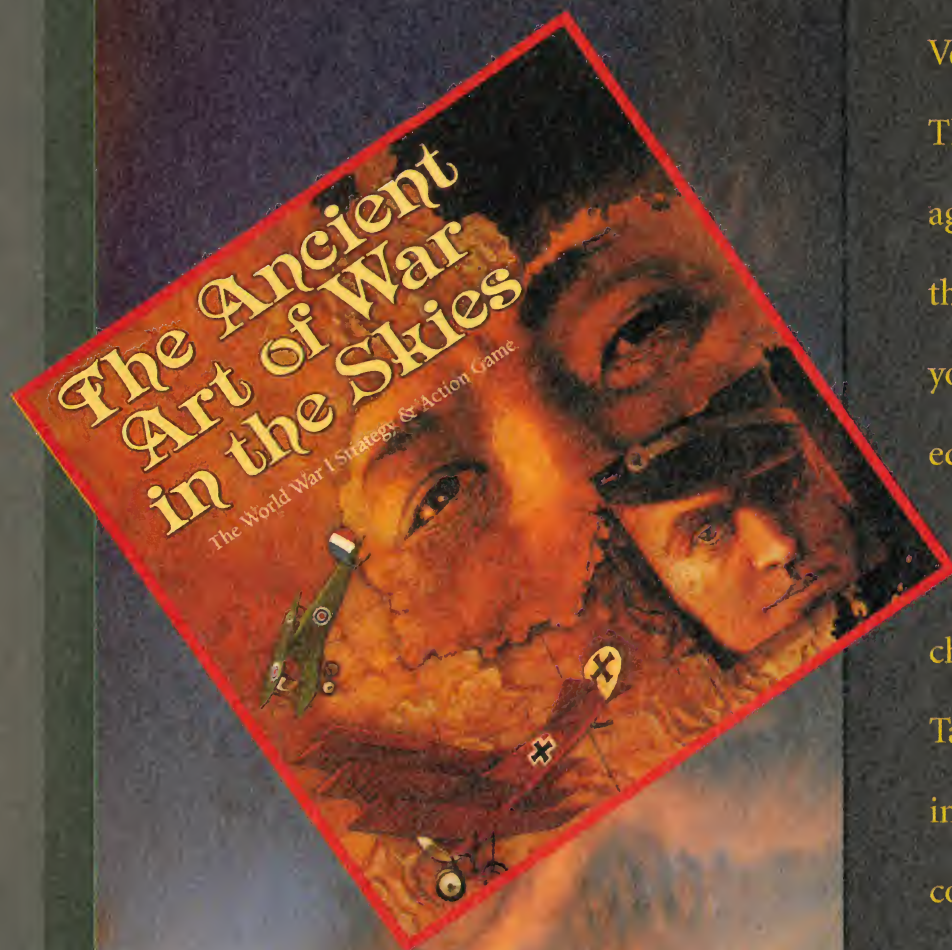
Unfortunately, their generosity didn't extend to sending us a colour photo, but what they are doing is equipping the BSAD with six top of the range PCs (boo!) to help store data on the athletes, log events and sporty stuff like that.

Keiron Sumner, chief PC sales bloke, said, "Commodore is pleased to support the BSAD and its members in their quest for the best, a Gold in Atlanta." And who can argue with that?



Commodore do their best to plaster their logo all over everything in this picture. Just as well they don't make wheelchairs too, we reckon.

Time flies!



Venerable warlord Sun Tzu wrote The Ancient Art of War 2,500 years ago. Now it provides the theme for a thrilling action packed game to test your ingenuity and skill in equal measures.

You can choose historical characters and match wits with them. Take on enemy bombers and air aces in dogfights. Even change the very course of history. And enjoy more entertainment than you would think possible!

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Team 17 go for Breeding

Team 17, the software house famous for their high quality products (but soon to be more famous for their line in dodgy humour when you read the *Superfrog* article) are working on *Alien Breed 2*, the sequel to... oh, do we really have to say it?! The new *Breed* will primarily be an A1200 game and Team 17 are planning to make it their best release ever, with three to four times the playing area and a more open-ended game. There will be an A500/600 version, but don't expect so much. We don't have any more details at this stage, but we'll bring them as we find out ourselves.



ROMing it home

Amiga CD fanatics, a group mostly confined to the large software houses and people with a fetish for collecting useless hardware, can breath a sigh of relief with the news of the start-up of the CD-ROM User Group (CRUG). CRUG aims to provide information, technical assistance and support regarding CDTV and CD-ROM and hope that by providing these services, they'll grow into a huge influence within the CD world.

CD needs all the help it can get in the Amiga world at the moment so it's good to see people getting together and acting off their own backs to do something about it.

If this sounds like it's your thing, you'll have to be prepared to cough up £30 as a membership fee. Write to: CRUG, 19 Faygate Close, Bexhill, East Sussex TN39 5EE either for more information or to give them your money!

Blood letting

Scandinavian programmers seem to be all the rage at the moment, what with Digital Illusions doing so well.

Another development house attempting to put down roots through the permafrost is Bloodhouse Ltd. from Finland, who are busily working on *Stardust*, a game which is aiming to use advanced programming techniques to show what the Amiga can really do when pushed.

How this translates into improved gameplay has yet to be seen, but we're prepared to be optimistic about it for the moment.

One other thing that Bloodhouse are determined to innovate on is the price of the software. They are aiming to undercut other full-price games suppliers by as much as a tenner with this product, which is bound to upset some people and delight others. Expect to see *Stardust* this autumn for approximately £15.

"DESERT STRIKE™" SHOWS ITS TRUE COLOURS ON AMIGA™



Fodder for thought

If the thought of painting your face and dressing up in ridiculous clothing is your thing, Sensible Software have come to the rescue with *Cannon Fodder*.

Send conscripts into battle against a variety of unlikely opponents, from scud missile factories to jungle guerillas. There's also a mission where you have to rescue the Prime Minister from a helicopter accident, something a bit rich as most people would want to shoot John Major down in the first place.

Also here are 30 missions and 100 phases of action, top graphics and sound. It is released in the Autumn.

First and Second

Psygnosis gallop onto the scene again this month with two interesting pieces of news. The first concerns *Second Samurai*, the sequel to *First Samurai*, which is programmed by Mev Dinc (no relation to ArtDink!). Expect it to be more of the same – a sword-slashing arcade adventure but this time with a simultaneous two-player option. Psygnosis's second bit of news is that they've just been awarded the Queen's Award for Export for the *Beast* series, the first software house ever to win the award. Congratulations to them (can we have some of it?).



More ugly dudes await a sharp blade in the face from the *Second Samurai*.

NEWS

Darkness descends again

Cyberdreams, the company not just content with making us retch but are probably active in planning to give us all Bubonic Plague too, are celebrating after winning the snappily-titled 1993 Software Publisher's Association Excellence in Software Awards in the Best Fantasy Role Playing/Adventure Category, for *Dark Seed*.

Mark Scriven, Managing Director of Cyberdreams (UK) said, "Receiving such an honour for our first product is really gratifying. Everyone who worked on *Dark Seed* can look to this award as an affirmation of their efforts and vision."

Cyberdreams, not a company to rest on their laurels, are currently working on *Dark Seed II* which is planned to melt whatever remained of our brains at the end of the first *Dark Seed*. We don't have any release date info for this just yet, so there.



Spookily, the award matches the packaging for the box almost exactly!

Hard to imagine – but the most realistic and most absorbing shoot 'em up known to the Western World – is even better on Amiga.

Only on the Amiga, can you destroy the plans of the Middle East's looniest dictator in an astonishing 64 flame-filled colours.

The detailed graphics of the Apache helicopter, SCUD's and nuclear reactors have all been completely redrawn. The gameplay has been improved to give you Amiga gamers that extra level of difficulty. And the AGA chipset means that the frame rate can be increased two-fold.



We've added digitised voices so that you can hear the MIA's desperate calls for help. And the re-written music and new sound effects will completely blow your minds.

If we tried to list all the new goodies, we'd soon run out of page. So instead, why don't you run along to your local games emporium and get blasting.

Desert Strike is a trademark of Electronic Arts. Amiga is a trademark of Commodore Amiga.

ELECTRONIC ARTS™

Chun-Li grows balls



After our exclusive announcement back in Issue 43 about the imminent appearance of a *Streetfighter II* pinball machine, Brent Leisure have just announced the launch of – you guessed it – the *Streetfighter II* pinball machine.

Many of the favourite game features have been retained in the pinball version, including the car crunch (this time you trash the motor with an over-active pinball), and Chun-Li's gravity-defying and most undignified helicopter kick.

The pinball machine comes crammed with all the samples, sonics and music that you'd expect from the video version.

The only thing we're wondering is when are we going to see a *Pinball Dreams*-type conversion of this onto the Amiga?! Nothing like going full-circle now, is there!

On the ball

In a World Exclusive this month, Amiga Action can reveal that Digital Illusions, creators of the best-selling *Pinball Dreams* and *Fantasies* titles are working on *Pinball Illusions*, the newest sequel. Fredrik Liliegren, DI's Project Manager and Designer told us the new game will feature multi-ball as one of its features. They haven't been able to do this before as the game slows down with too much happening on the table, so DI are developing a mathematical model of a pinball table, which will speed playing time up considerably.

Look out for this potentially block-busting title at the end of this year.



The Digital Illusions team – from left to right: Markus Nystrom, Fredrik Liliegren, Andreas Axelsson, Olof Gustafsson, Ulf Mandorf.

CD or not CD ?

This little piece of info WAS supposed to go in last month's news section, until it appeared in the 'One in the CD-I' feature instead. Anyway, a story has apparently been circulating that Commodore's next games machine is going to be a CD-ROM based console, and the reports from those few people that have seen it have been encouraging to say the least.

Could this be the machine that finally lays the CDTV ghost to rest? Who can tell, but we'll bring you whatever else we can find out about this fascinating project just as soon as we can get Commodore to say something about it!



A better Blows job?

Already, plans are afoot for a sequel to the body-busting *Body Blows*. Team 17 have declared that *Body Blows II* will be "stunning, with large well animated fighters and fast-moving action."

They explain further: "The game design is still in its early stages but the final game will see the seven inhabited planets of the Solar System put forward their two best fighters. Expect some radically different fighters, each with unique magical ability or awesome weapon." Sounds good!

SOCCER KID

SOCCER KID HAS REACHED THE LAND OF YUMMY CHOCIES + YUKKY GREEN VEGETABLES..... BELGIUM! TO HELP HIM IN HIS QUEST TO FIND THE WORLD CUP HE ENLISTS THE HELP OF A WELL KNOWN BELGIAN DETECTIVE



YES SNEEZE, THERE ISN'T MUCH TIME TO FIND IT SPLUTTER!! TO MAKE MATTERS WORSE I'VE CAUGHT YOUR BAD COLD SNIFF!!

SCRIPT BY JON JAMES.

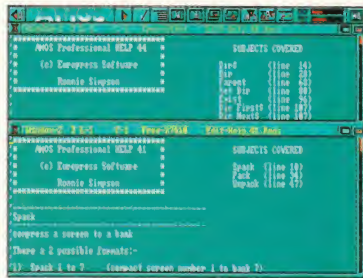


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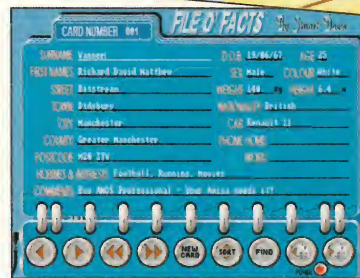
AMOS Professional has 200 new commands, taking the total to over 700. Included in the package is a 650-page manual written by Mel Croucher who wrote the highly-praised Easy AMOS manual, and Stephen Hill who wrote the original AMOS manual. Programs written using earlier versions of AMOS and Easy AMOS can be loaded into AMOS Professional for amendment or enhancement.



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- MOUTH commands to link sprites to speech output from the SAY command to create a realistic talking head.
- Two discs crammed with working examples, and tutorials demonstrating AMAL, the new AMOS Interface system, collision detection and other key topics.
- A selection of new highly-finished programs, including Planet Zybex (a scrolling shoot 'em up), File O' Facts (electronic data organiser), Quatro (puzzle game) and Dithell's Wonderland (an eight-way scrolling platform game).

The result is a package which will more than satisfy home and professional AMOS users. It's fun to use, lots to learn – it's essential for the Amiga.

An easy introduction...

If you're a complete beginner to programming you can make your Amiga really work for you! Easy AMOS is a simplified, ultra-friendly version of the best-selling AMOS Basic programming language, and it will propel you into a fascinating world.

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Turn your ideas into reality – arcade games, adventures, computer art, cartoon animations, home finance, educational software, demos... the list is endless!

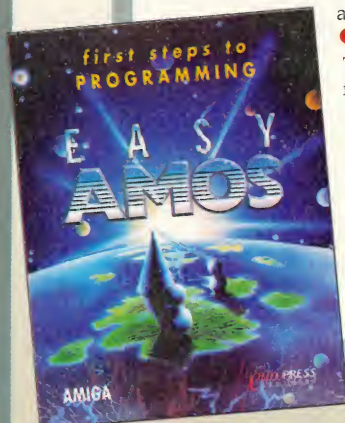
Packed with ready-to-run programs, you can quickly understand how they work, and use the ideas in your own programs. There's a 20-lesson course to take you through the steps of programming.

Easy AMOS's step-by-step and fun approach is the simplest and easiest route to writing your own software.

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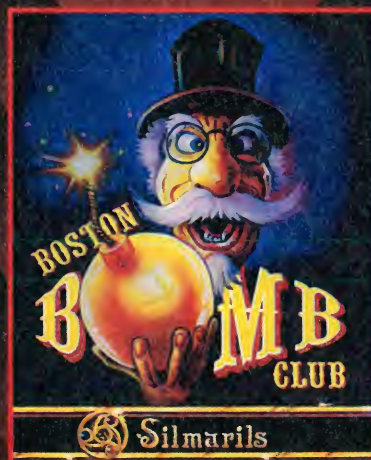
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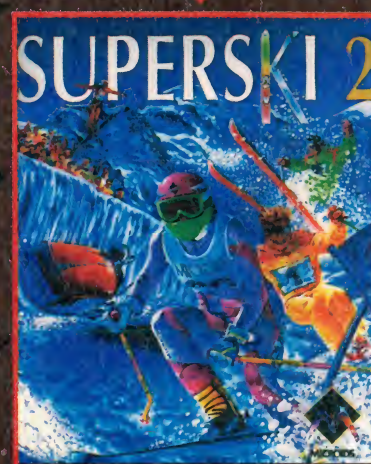
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HIRED GUNS

To load this two player shoot'em-up strategy game from Psygnosis and DMA Design, press the corresponding number from the menu screen.

Next, double click on the *Hired Guns* demo disk icon to open up the window. Now double click on the Instructions file to see what it's all about. To scroll along the instructions, press the left mouse button. The right mouse button stops the scrolling so you don't miss anything.

Read the instructions thoroughly! Once you've read through the file, double click on either the Campaign or Two Player Action files. Now wait patiently for the demo to load as it does take quite a while.

When attempting two player mode, you'll need to plug in two mouse controls into your Amiga. Each player can then control two in-game characters so have fun.



▲ In one player mode, you have to control all four mercenaries. What an opportunity to show your leadership skills!

What's it all about?

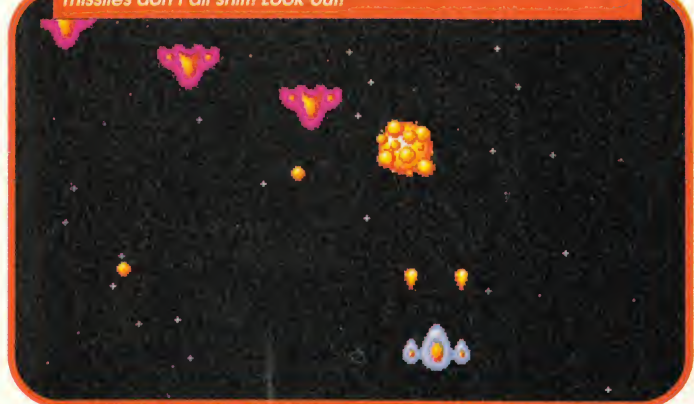
This special demo features one mission for you to try. If you've read the Instructions, you should have a good idea of what to do and how to play *Hired Guns*.

Since DMA has covered everything already, there's little else we

can add. Just load the demo and enjoy. In two player mode, the first person controls the left-hand side of the screen, player two the opposite side. The finished game should be available within a couple of months.

DEATHBRINGER

One thing that you will probably notice is that the enemy missiles don't all shift! Look out!



The *Deathbringer* demo is easy to load. Again, press the corresponding number from the menu screen that appears when you insert the disk. The game should load really quickly and then you're ready to blast a few aliens back to the other side of the universe.

What's it all about?

In the traditional shoot'em-up vein, you simply grab hold of your joystick and press fire as quick as you possibly can! You can move your spaceship anywhere about the screen but be warned, you don't exactly have the finest pair of rocket engines around!

Oncoming bullets and missiles can be shot but you'd be advised to try and avoid them. There's plenty to zap with Klingons on the starboard bow... or something. Happy blasting.

LOADING PROBLEMS

These demos should work on all A1200s (except *Crazy Sue*), A600s and A500s but remember to unplug all external hardware from your Amiga before loading. If you have a faulty disk, please send it to: Duff Disks (Amiga Action), ProSoft, 5 River Gardens Business Centre, Spur Road, Middlesex, TW14 0SN. Please don't send faulty coverdisks direct to the Amiga Action office. If you do, we regret that we will be unable to replace them or contact you.

HIRED GUNS
PUBLISHER: Psygnosis PRICE: £29.99 TEL: 051 709 5755

DEATHBRINGER
PUBLISHER: PD Soft PRICE: N/A TEL: 0702 466933

DONK

Known in the past as *Dong* (and even within these sacred pages) but changed for some obscure reason (!), *Donk* is DMI's forthcoming platform caper. Taking on the role of a mutant duck, the signs must already be showing that this is a very strange game indeed!

To load the actual demo, hit the appropriate number on the keyboard and wait for the introductory screen to appear. Then tap the fire button on your joystick and off you go into the somewhat peculiar world of *Donk*! To kill the many foes you'll encounter, you must spin into them with some force. If you dare play the demo, rest assured that your life will never be the same again. After reading *Amiga Action*, your life is probably never the same!



▲ He doesn't spin as gracefully as Sonic and he's uglier too! But what do you expect from a game called *Donk*?!

What's it all about?

Use the joystick to rush around the landscape. Press fire to jump and spin, killing anything you come into contact with.

From the Options menu, you'll find that you can participate in a two player mode. Here, you have to work with a friend in search

for more diamonds and the level exit.

To open up brick walls, you must find the correct switch and strike it. This will allow you to progress through passageways which would otherwise be closed off to you.

CRAZY SUE

When loading *Crazy Sue*, the screen flickers for a short time – don't panic, it is loading! Push left to start a one player game, right to start a two player game. Control is via joystick with Jump achieved by pushing up.

Collect the bonuses and power-ups but, for more info, don't press fire on the intro screen – just let the story unfold. (Not A1200-compatible.)



▲ She's sweet and lovable but will have to show a certain amount of courage if she's to survive in this nasty world.

ASSAULT

After pressing the number to load the demo, you'll have to wait a while before it loads so don't think the demo isn't working! Press the mouse button on the intro screen to start playing. All you have to do is move the crosshairs about the screen by means of the mouse, and shoot anyone or anything that appears. Send in your scores, we'll be interested to see them.

ISOLATION

A two player combat puzzle game where you must defeat your opponent with brains not brawn. When the game's loaded, move the cursor to the top of the screen. Access the menu in a similar way to *AmigaQ*. You'll find instructions there for you to study and then you can play the game. Can you trap your opponent's icon? Why not give it a go and find out.

AMIGAQ

After loading, move the cursor to the top of the screen. Now keep the right mouse button depressed to bring down a menu. From here, you can access instructions on how to play this fine version of *Solitaire*. When you're ready to play, access the same menu and release the button on the Play option.

Credit where it's due

We would like to thank PD Soft for supplying us with the fine array of PD games you'll find on this month's disks. If you'd like more excellent demos and games from them, contact: PD Soft, 1 Bryant

Avenue, Southend-on-Sea, Essex, SS1 2YD. And we're sure the authors of this month's PD games would accept a donation of some kind if you'd like to show your appreciation!

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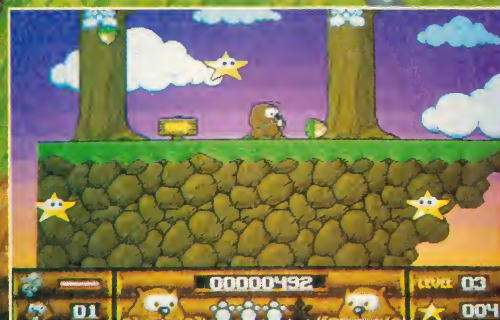
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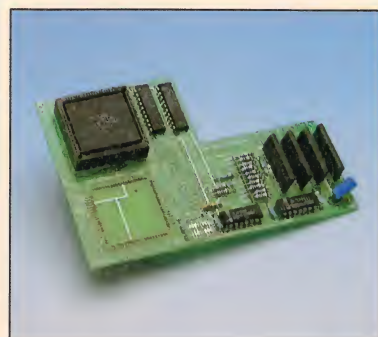
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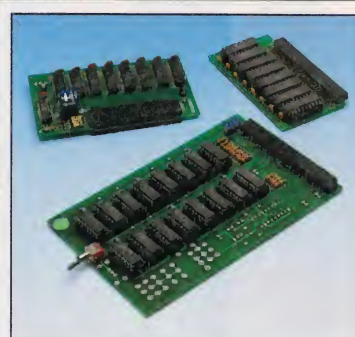
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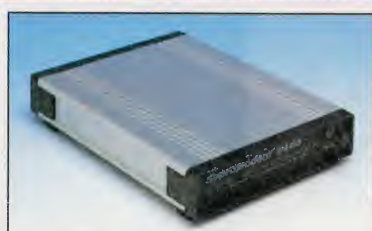
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LEMMING



*A chance meeting
with the Lemmings
was too good an
opportunity to let
pass. AA followed
the crowd...*

BY: **PAUL ROUNDELL**



go on

GS



erboar

It was one of those balmy early Summer days – a milky sun glinting in a hazy blue sky, with just the occasional lowing of cattle to interrupt the song of the sparrows.

Having spread a picnic blanket a few yards away from my freshly polished Austin Humber, and biting into a crustless cucumber sandwich whilst gazing placidly at the view of the English Channel afforded me by the cliffs of Beachy Head, I was jolted from my reverie by a low crying sound.

Before I knew it I was surrounded by The Lemmings. These most famous of sheeplike mammals trampled on my picnic, clambered over my beloved Humber and even trod on my Walkman. I was confused but simply had to do something! The sheer momentum of the rampant Lems carried me perilously close to the cliff edge as the stupid beasts hurled themselves gleefully onto the rocks below.

Grabbing a clump of grass in panic, I plonked it firmly atop my head as a makeshift wig, and with the last remaining ounce of strength in my body, resisted the surge, stood firm, and held out my arms. Would The Lemmings mistake me for a blocker and stop?

Well I'm not sure... Something certainly happened because I vividly remember hurtling back to Cheshire with a car full of Lemmings as fast as my four bald tyres and two bent axles would carry me, and every detail of the ensuing "chat" is still clear in my mind. We passed several people, both in the car park and in the AA offices and although they remember seeing me wander by in a state of distress, no-one admits to witnessing several Lems in tow.

Also strange is the fact that I remember nothing of the remainder of the afternoon at Beachy Head, and stranger still – on contacting Psygnosis to check whether any Lemmings were missing on the day in question, they remained tight lipped, stressing only one irrefutable fact. Lemmings... can't... talk...

The following is taken from the tape recorded "interview" of the Lemmings. Since that time, the tape has been checked by experts, and shows no sign of ever having been used.

Tea anyone?

Highland Lemming: Have ye no' got a wee dram laddie? A'm awfie tharsty.

[The keys to the liquor cabinet are liberated]

So, how has life been for you all since evacuation from the Island?

Beach Lem: It's like, been radical man... just kinda chillin' out and doing our thing, y'know?

Outdoor Lem: Oh yes – it really has been absolutely spiffing! I mean, I loved my little house, I did, I did – but now we're travelling along life's great highway with only the clothes on our back and a sense of adventure in our hearts – facing new challenges each day, our free spirits bonding with – OW!

[Outdoor Lem is cut short by a custard pie in the face from a grinning Circus Lem]

What were you all doing at Beachy Head?

Beach Lem: Kickin' it man – like, kickin' the bucket. Biting the bullet. Eatin' the big one, y'know?

Shadow Lem: For the cause.

Pardon?

Shadow Lem: The cause. We were terminating ourselves for the cause, you imbecile.

What cause?

Shadow Lem: Lemming doctrine states that we must end our lives at the first opportunity by throwing ourselves over any available precipice, regardless of personal feelings or opinion, and that we must make

▶ LEMMINGS

...go overboard

every effort to battle against the misguided help offered by others – idiots like yourself who think it's all a big game.

Steady pal, or I'll ruddy well clock you one. And you don't mind doing this?

Egyptian Lem: Of course not. Where I hail from death is considered the ultimate honour; when I die I will be a martyr – my name remembered forever by generation upon generation...

[The conversation is interrupted at this point by an almighty crash. An over-keen scooper has made a hole in the floor and lands below in the cleaners cupboard, impaling himself on a vacuum handle. No-one seems to care...]

What about your political views?

Highland Lem: Up the Scottish Nationalist Party! Hic – free bus passes and a season ticket to McDonalds for everyone who lives in Dundee.

Classical Lem: [Building a very unstable looking bridge between the table and door for no apparent reason]. Ignore that drunken old fool. We all hold our individual political views and would prefer to keep them secret for fear of reprisals.

Fair enough. How's business then?

Classical Lem: O-oops, nearly fell there... Where was I? Oh yes, business for us has never been so good. Ever since the early eighties we've had literally thousands of applications from people – small business owners, trade unionists, big business owners, your average man in the street, old age pensioners, medium sized business owners – all wanting to come and join us.

Medieval Lem: And enquiries over the last two or three years have simply skyrocketed!

The recession?

Polar Lem: [Ceasing his attempts to skate across the highly polished boardroom table] Yes. Oh – it's been great. There's so much despair and gloom around at the moment that we just can't process the applications quickly enough. My mate

here is a Sports Lemming and he runs a little shop down the Tottenham Court Road. He can't buy in stock quickly enough! [Pauses to locate his friend amid the growing chaos] Oi, Sporty –

stop pole vaulting the Chairman's flip chart and come over here.

Sports Lem: It's true. In fact we've made John Major and Norman Lemmont honorary members of the Medieval Tribe (we think their policies are best suited to that era), and we're hoping that the entire cabinet will turn up at HQ for their inauguration.

Highland Lem: Whatsh that about the drinksh cabinet?

Beach Lem: But like, zero feedback so far, man [The door opens and Alan's face appears, checking if everything is going smoothly. Outdoor Lem paddles a Kayak madly across his shoes, and the Sporty Archer, seeing his target suddenly vanish, unleashes an arrow straight into his left eye. Alan's face disappears in haste and the door bangs shut.]

So where exactly is HQ?

Highland Lem: [Singing through a haze of Glenfiddich fumes] Ye take the HIGH road and A'll take the low road and A'll get te HQ afo-oo-ore ye! Neighbours – ev'rybody needs good NAAAY-bours!

Outdoor Lem: He-he-he, isn't he funny when he gets like that? No, seriously though, HQ is absolutely splendid – you'd love it, you really would, it's marvellous. It's quite close to – OUCH!

[Outdoor Lem is pulled up short again, this time by a face-melting lazer from a Space Lem]

Shadow Lem: Be quiet you fool! The whereabouts of HQ must be kept a secret.

Is that where SuperLemming is?

Shadow Lem: Pah! That weakling isn't worthy to bear the Lemming name.

Cave Lem: Ug, I was out killing dinosaurs while SuperLemming was still in industrial strength nappies.

Space Lem: It's not as if he even has super powers. What he's done is stripped down one of our jet packs and stuffed the engine up his trouser leg so he can fly to impress the girlyies.

[More furore in the boardroom as Highland Lemming staggers back from the lavatory and accidentally activates the gas inlet switch on Flame

Thrower's equipment. The already injured Outdoor Lem is singed to oblivion, and then Egyptian Lem is blown through the window into the pond, where he promptly swims madly back and forth]

Does this happen very often?

Circus Lem: We try to keep Highlander away from the scotch as much as possible. Pubs are off limits really – we just daren't risk it. Here, have a smell of this flower mate, it's lovely, go on, smell it – Ha Ha Ha!

[Slight pause while I dry my face]

What do you do in your spare time then?

Medieval Lem: Listen to music. Ah, barely a day goes by without me receiving a request to enchant my fellow tribesmen with the sweet sound of my lute.

Classical Lem: Actually, most of us are big fans of Cliff Richard, although I've just bought "It's a shame about Ray", by the Leminheads

And I suppose your favourite song is Bridge Over Troubled Waters, by Slim Whitman, eh?

Classical Lem: Are you trying to be funny?

[Incidentally, speaking of music as we are – the Lemmings' record is available in the shops from May 4 onwards. It's engineered by Nick Coloe and Ian Richardson, who've previously worked with the KLF, and should put Mario and Tetris to shame. Not 'arf.]

Sorry. (Change subject quickly.) What do you think about other computer games then?

Shadow Lem: What do you mean, "other"? Are you implying that we are nothing more than a pixellated manifestation, because we are REAL, I tell you – REAL! Oh no!...

[In his excitement the pompous Shadow turns into an exploder, and promptly takes up occupancy on a wide area of the boardroom ceiling. Again, no-one bats an eyelid as I struggle to keep my lunch down]

Sport Lem: I really liked Project-X.

Did you find it a bit difficult towards the end?

Sport Lem: Oh, I didn't actually play it. I just liked to imagine myself in one of those enemy spaceships –BLAM! – instant death. It must have been great...

Medieval Lem: Yes, Project-X was OK, but Beast III is my favourite. All those limbs being hacked off and everything – imagine the pain. Gorgeous.

Polar Lem: Winter Games was pretty good.

Beach Lem: Aw, man. Get a life. California Games is where it's at.

Cave Lem: I played Kyrandia and hated it! Curse of Enchantia too. They both had happy endings and absolutely nobody got killed. It's just no fun like that.

What are your ambitions for the future?

Circus Lem: To live a short life and be as miserable as possible.

Sport Lem: I'd like to travel to the Himalayas and pole vault from the top of Mount Everest

Polar Lem: The Space Lemmings have promised to take me on a trip to Mars so I can ski over the edge.

Beach Lem: I am – dig this man – going to crank up my stereo to radically loud proportions, stick in my chilling Ice T cassette and just let my brains dribble out of my ears.

Highland Lem: I'd like another drink please laddie. Ye're all me best mates. No – ye are!

Don't you think these aspirations are a little... well, how can I put it...shallow? Aren't you looking for something more long term and fulfilling?

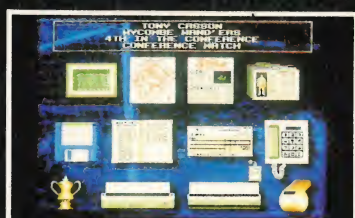
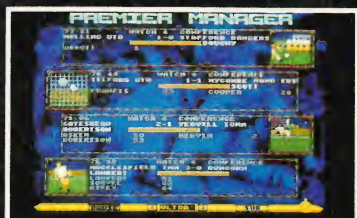
Classical Lem: Of course we're not looking for something "long term". We're Lemmings. We jump over cliffs and off ledges. That's our job. It's what we do. By the way, how far is it to the ground from here – looks quite far. Hey lads, over here! Last one to jump's a Human! Geronimo! Geronimo! **AA**



There's only one good enough to be called...

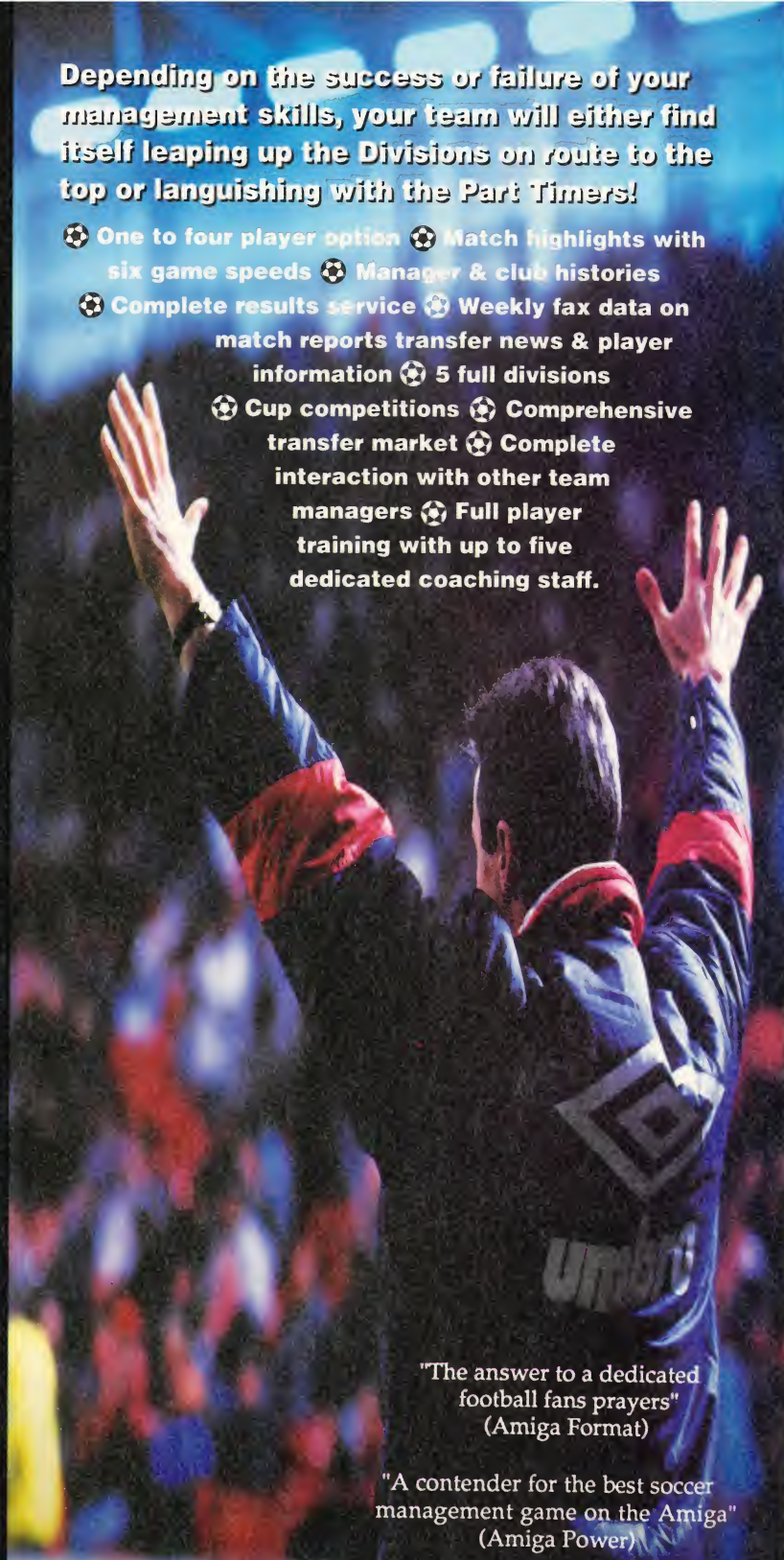


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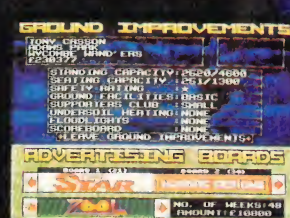


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CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	⬆	BODY BLOWS	TEAM 17	£26.99	BEAT'EM-UP	92%
2	⬆	THE CHAOS ENGINE	RENEGADE	£25.99	SHOOT'EM-UP	92%
3	5	LEMMINGS 2	PSYGNOSIS	£29.99	PUZZLE	95%
4	1	SLEEPWALKER	OCEAN	£25.99	PLATFORM	85%
5	3	PREMIER MANAGER	GREMLIN GRAPHICS	£25.99	SPORT	90%
6	4	SENSIBLE SOCCER 92/93	RENEGADE	£25.99	SPORT	90%
7	⬆	B17 FLYING FORTRESS	MICROPROSE	£34.99	FLIGHT SIM	73%
8	2	STREETFIGHTER II	US GOLD	£27.99	BEAT'EM-UP	90%
9	12	HISTORY LINE 1914-1918	BLUE BYTE	£34.99	STRATEGY	75%
10	7	WING COMMANDER	ORIGIN/MINDSCAPE	£34.99	SHOOT'EM-UP	80%
11	9	INDIANA JONES - FATE OF ATLANTIS	US GOLD	£37.99	ADVENTURE	91%
12	8	ZOOL	GREMLIN GRAPHICS	£25.99	PLATFORM	96%
13	14	AV-8B HARRIER ASSAULT	DOMARK	£34.99	FLIGHT SIM	52%
14	10	NICK FALDO'S CHAMPIONSHIP GOLF	GRANDSLAM	£25.99	SPORT	88%
15	6	LEGENDS OF VALOUR	US GOLD	£37.99	RPG	64%
16	★	FORMULA 1 GRAND PRIX	MICROPROSE	£34.99	RACING	90%
17	17	CAMPAIGN	EMPIRE	£34.99	STRATEGY	89%
18	⬆	SUPERFROG	TEAM 17	£26.99	PLATFORM	89%
19	20	JOHN MADDEN'S AMERICAN FOOTBALL	ELECTRONIC ARTS	£29.99	SPORT	90%
20	11	MONKEY ISLAND 2	US GOLD	£37.99	ADVENTURE	95%

★ = RE-ENTRY

⬆ = NEW ENTRY

Big shock time this month, *Lemmings 2* has not made it to the Number One position! Most people expected it to come straight in at Number One last month, but after entering at Number Five it has only managed to climb two places to the Number Three position.

The top two this month are both new entries with the Bitmap's excellent shoot'em-up *The Chaos Engine* coming straight in at Number Two, and Team 17's super slick console-esque beat'em-up taking the games world by storm, by entering at the premier position.

Next month should see the arrival of *Desert Strike* from Electronic Arts, and maybe if we're incredibly lucky, *Flashback* could finally put in an awaited-for appearance!



▼ The Chaos Engine marks the return of the Bitmaps after a lengthy pause. Can it shoot Body Blows aside in time for next month?

ACTION REVIEWS

Welcome to the best collection of Amiga games reviews ever to appear in a magazine. We'd use solid gold paper to get the point across if we could afford it, but that would require us to be the biggest selling mag in the Milky Way Galaxy. Still, we're working on it...

INSIDE...

SINK OR SWIM

Zeppelin Games jump in at the deep end and release one of their first ever full price game. Does it float along merrily or get swallowed by software sharks?

p30



GRAHAM GOOCH CRICKET

Shout 'Goochie Goochie coo' to comfort the great cricketer as his side gets bowled out for minus 10 runs this summer.

p29



FLASHBACK

The long-awaited follow-up to Another World at last makes an appearance. Better than the rest or a case of deja vu?

p34

SUPER FROG

Safer than licking a toad to have a good time, Team 17's new platformer will have your friends green with envy...

p24

Mirage's telephone number printed in the last issue was incorrect - it should have read 0260 299909. Also *Humans - The Jurassic Levels* is actually a data disk - the sequel will appear later this year. We apologise for any inconvenience caused.

ALSO TO FOLLOW...

Cohort II, and your chance to review the latest games for AA (p42).

HOW WE RATE THE GAMES...

THE LOW-DOWN

PUBLISHER: Electronic Arts
CONTACT: 0753 549442
TEAM: G Roberts, D Collough & R Molnitz
PRICE: £29.99

SCORING

GRAPHICS 82%
SOUND 85%
PLAYABILITY 92%
DIFFICULTY AVERAGE

The freedom to fly wherever you want and shoot anything you like, with the complement of attractive graphics and solid sound effects, can only lead to a good thing, and *Descent Strike* is just this. A surprisingly enjoyable conversion that doesn't break any new ground anywhere but does hover above many currently available shoot'em-ups. One of those you'll return to upon finishing and one of those you'll cherish for a long time to come.

REVIEWED BY: Alan

SECOND OPINION

I found this a little primitive looking, actually! The graphics reminded me of the Spectrum's *Star Wars* but I guess there's not much you can do with sand. A good blast nonetheless.

OPINION BY: Steve

OVERALL SCORE

90%

Second Opinion
On some reviews, another member of the Amiga Action team will give a brief idea of what he thinks.

Release details
You will find out who is releasing the game, how you can contact them, and the price.

Graphics
Great graphics will score in the mid 80s to 90s, with good graphics scoring about mid 70s to mid 80s. Anything lower than that isn't worth you thinking about.

Sound
Scored in a similar way to Graphics

Playability
Always difficult to judge, we tend to break it down into: How enjoyable it is to play, How addictive it is, How easy it is to get to grips with.

Difficulty
We now rate the games according to the following categories: A Cinch, Easy, Average, Spot On, Tricky, Very Hard and Variable. Zool might score something like Average.

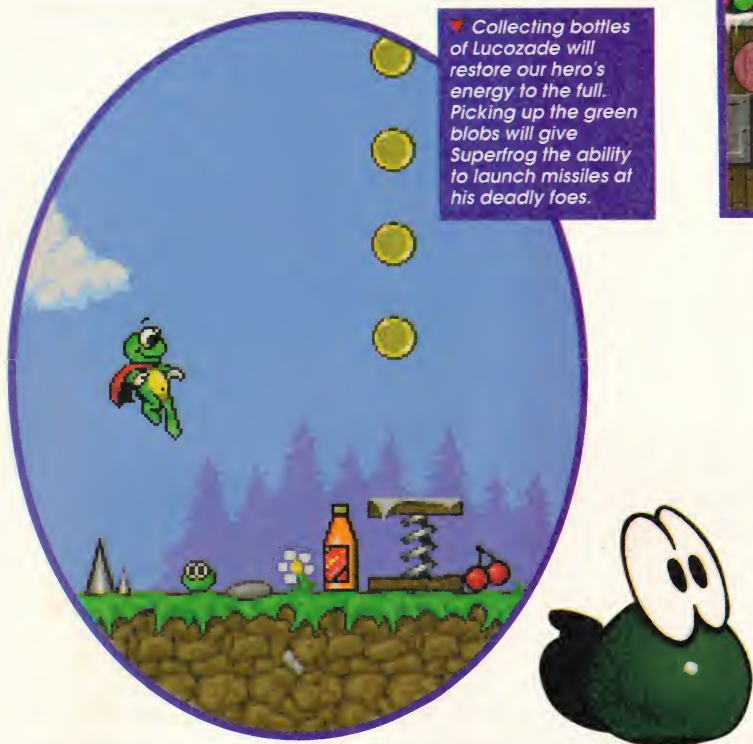
Comment
Find out our overall impression of the game here, and whether it's worth buying or not.

Overall Score
Our overall impression of the game, incorporating all the factors above. Anything over 80% is worth a look.

ACTION REVIEW PLATFORM

SUPE

Will Team 17's latest release put a frog in our throats or a hole in our pockets?



Collecting bottles of Lucozade will restore our hero's energy to the full. Picking up the green blobs will give Superfrog the ability to launch missiles at his deadly foes.



Not all things in the Magic Kingdom are out to get you. For instance, this friendly tree will always be glad to lend a helping hand!

The gambling sections of the game are most useful, especially if you win but remember, you've only got the time it takes for the board to revolve to make a decision!

Simply to say that this is a Team 17 game would be enough to justify the purchase of *Superfrog*. Since the Yorkshire-based software house moved onto the scene, every single release has been an absolutely essential buy. You only have to look at the likes of *Project-X*, *Alien Breed* and *Body Blows* to realise just how good these

guys actually are.

Well, now they have gone for another attempt at producing the ultimate Amiga platform game. Many felt that their previous effort, *Assassin*, was lacking a certain something that just held it back from being the best, but now they have attempted to address these problems in *Superfrog*, with what we think is a great deal of success.

The game is set in the wonderful fairy tale land of The Magic Kingdom, where the sun always shines, and everyone is happy, except for one person, the evil old witch (boo, hiss!). She really is a nasty piece of work, forever out to spoil people's fun, and insanely jealous of the beautiful bride-to-be of the Prince of The Magic Kingdom.

As a result she exacts a terrible revenge, kidnapping the Princess and turning the handsome hero into a slimy green frog!

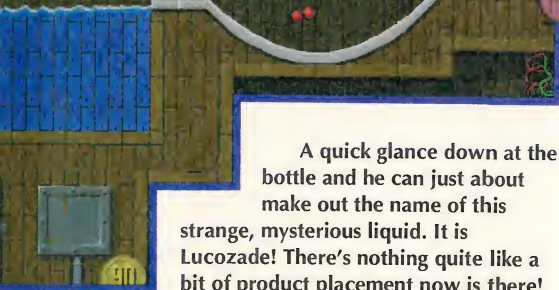
As he sits by the riverside, distraught and wondering what is going to happen to him, a strange and powerful elixir floats down the stream and catches his attention. He grabs it and gulps it down. There are a few minor explosions and our warty hero becomes Superfrog!



RFROG



▼ Watch where you're hopping, because some of the levels have been fiendishly designed with trap doors which may send you back to the very beginning.



A quick glance down at the bottle and he can just about make out the name of this strange, mysterious liquid. It is Lucozade! There's nothing quite like a bit of product placement now is there!

Feeling extremely good about himself, well about as good as a frog can feel anyway, he sets off with boundless courage and a new found level of determination towards the magic forest, with the objective of getting back his girl, ridding himself of the curse and giving the evil old witch one in the eye.

That is basically the story behind *Superfrog*, and

although it is not vital to the game it is nice to know that it is there.

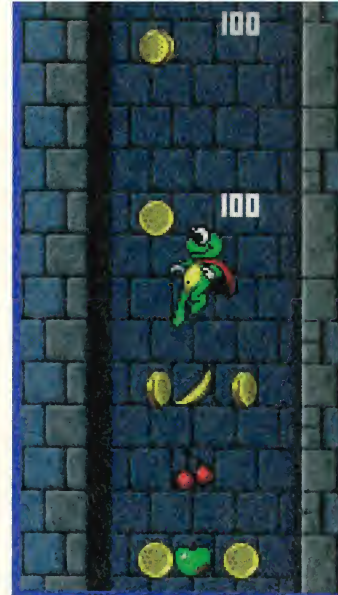
This is not just any old platform extravaganza that is the only effort so far to have even come close to matching the quality constantly achieved on the console formats. It is difficult to put your finger on just why it is so good – perhaps it is simply because it is the most well-rounded, complete platform adventure so far on this machine.

Everything about this is impressive, right down to the options menu where you set the difficulty level. Play the game on the easy level with the

maximum number of lives and an average gamesplayer should have no real problems getting through the game, although it still won't be easy. However, set it to the hardest level with the minimum three lives and even the most experienced players will soon be struggling.

Something else which has been incorporated is a bonus sequence at the end of each level. This consists of the player gambling away credits on a supposedly realistic fruit machine, which have been gained through collecting objects during the level.

These can be bonus points, extra lives, or even



Once upon a time....



▲ Ah, what a touching scene! The loving couple alone together for a moment of bliss.



▼ The green-eyed monster rears its ugly head once again. Some people are never satisfied!



▲ To carry out her vile plan, the witch decides to drop a tree on their noble heads.

...in a land far away!



▲ With the Prince a little dazed, the witch makes off with his sweetheart.



▼ Before leaving she has the final say and turns our hero into a frog! But what's that strange liquid?



▲ Without even the aid of a phone box to change in, our hero becomes the legendary Superfrog!



▲ Secret passages can be found all over the different worlds in Superfrog. Some will lead to treasure, while others will just confuse you.

▶ one of those elusive level codes.

There are two ways to look at making the level codes only available to the player through luck: On the one hand it will prolong the time it takes for you to complete the game but on the other it can be exceptionally frustrating to have to play and replay the same levels over and over again simply because the computer decides not to give you the code.

The game itself is not that different to countless other platformers you could mention in the way of outstandingly new features – it is just that everything is so well done and it is difficult to find fault with it.

The game plays like a dream and is very easy to get to grips with – within no time you and our hero will be leaping about the terrain like a kid in a

Mexican jumping bean competition.

Each level will give you a set number of coins that you need to collect. If you fail to get them all then the exit will remain locked and you will be forced to backtrack and continue your search. Not all of the coins will be obvious to you at all times, some may be deviously tucked away in secret passages, hidden by inconspicuous-looking walls that can only be destroyed by jumping into them.

Once you have enough coins, make your way back to the exit and it's on to the next level. Along the way you are more than likely to take plenty of hits from the various enemy creatures that are out to get you. This will deplete your energy, and if it gets down to zero you will lose a life. There is a silver lining though – you can also collect bottles of that mysterious liquid, Lucozade, to restore your fading energies.

Well suited

The levels are nicely thought out with a well-tailored difficulty curve ensuring that the better you become the harder it will be. There are some very nice graphical touches throughout the game and the graphics are almost unbearably cute at times. Sprites are detailed and move well enough but is the sheer variety where this game comes into its own.



Each world is completely different to the previous one, with a

brand new array of monsters all waiting to pounce on your every mistake. All the worlds are sufficiently different gameplay-wise to ensure that

your interest level in kept high throughout. Check out the special surprise level at the end of world five to see what I mean!

All in all, this is the king of the platformers as far as the Amiga is concerned and although it still doesn't quite match the quality of many of the console variations, it is the best attempt yet.

THE LOW-DOWN

PUBLISHER: Team 17
CONTACT: 0924 201846
TEAM: In-House
PRICE: £26.99

S C O R I N G	
GRAPHICS	90%
SOUND	88%
PLAYABILITY	90%
DIFFICULTY	AVERAGE

What can you say about Team 17? Everything they touch these days seems to turn to gold and *Superfrog* is no exception. This is without a doubt the best all-out platform game on the Amiga to date, not counting *Flashback* as it is not really the same kind of game. If I had to make a choice between the two then I would go for *Flashback* but believe me, I would rather not make the choice, because there is very little in it.

REVIEWED BY: Steve

SECOND OPINION

There are some nice little touches in this, especially the gambling sections. An all round good game, probably because it has its tongue firmly in its cheek. And who can complain about that?

OPINION BY: Roger

OVERALL SCORE

89%



Throughout the game Superfrog's success is charted on this map screen.



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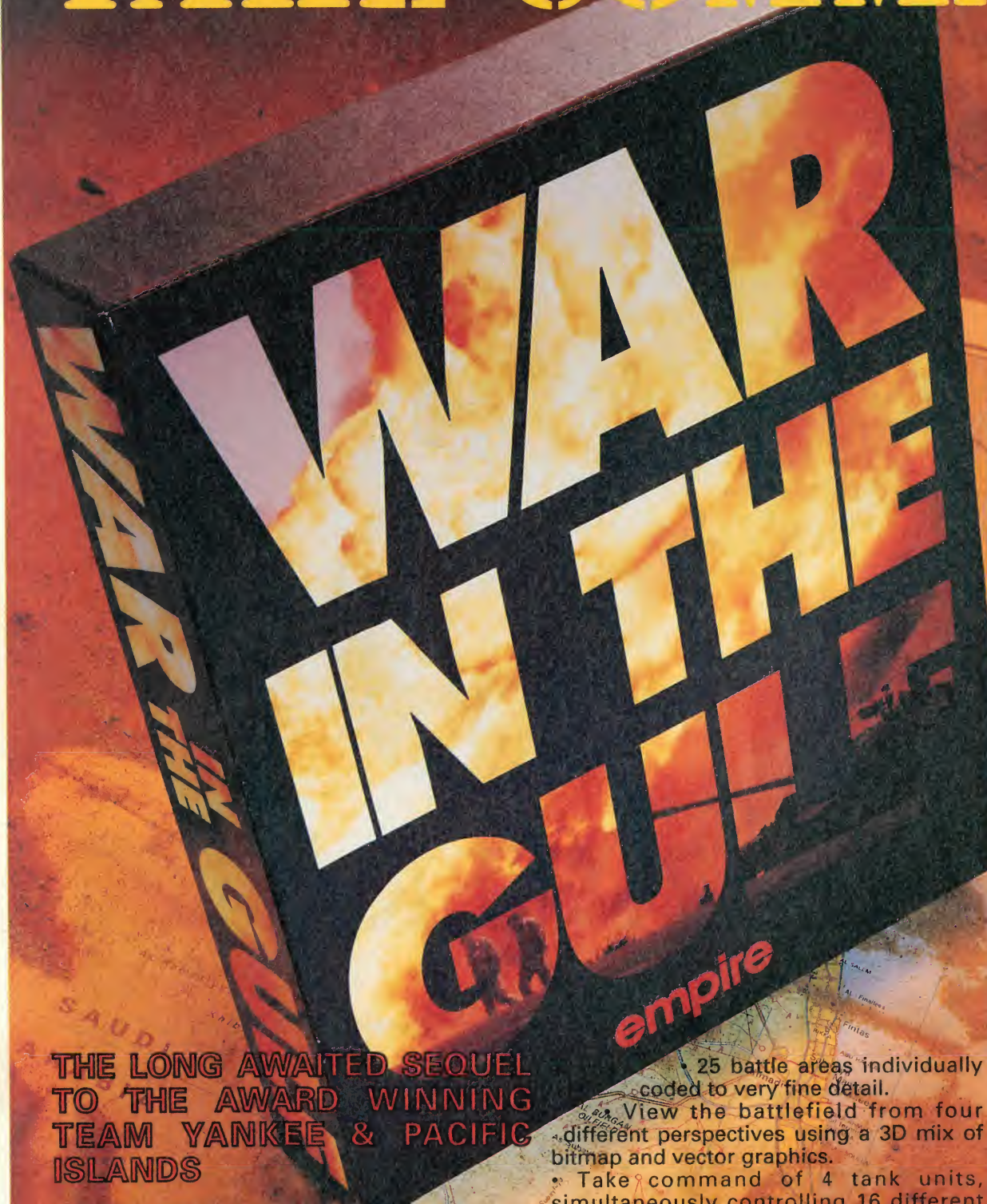


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ACTION REVIEW SPORTS SIM

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England Squad Selection

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G. Gooch	Leg	E	32	Mod	E	47
M. Atherton	Leg	E	36	Dec	E	48
G. Hick	Off	E	48	Agg	E	49
D. Gower	Leg	L	38	Agg	L	48
N. Gaurang	Off	E	35	Agg	E	49
P. Smith	Off	E	50	Mod	E	50
Fairbrother	Off	L	35	Agg	L	41
A. Lewis	Fast	E	28	Agg	E	29
G. Thompson	Off	E	51	Mod	E	41
R. Blakey	Fast	R	99	Mod	R	31
D. Malcolm	Fast	R	28	Agg	R	7

11 Players Selected Clear Best 11 Ok



Examine the stats and select what you think is the best team for you. Alternatively, you can let the computer choose an 11-man squad.

Waggle the joystick to build up your bowling power. Don't be predictable, though, by launching them all at full pelt.

GRAHAM GOOCH WORLD CLASS CRICKET

I've been known to don the whites and dabble in the gentlemanly sport of cricket every now and then (well, I've been down to the local park and whacked a few in my time). Although it has been a long while since the sound of ball hitting willow titillated my ears, I can appreciate what many people deem as boring and tedious.

So firstly, all those who despise cricket – turn over the page! Those still with me can now learn about what is probably the most entertaining cricket simulator on the market.

Playing against either a computer or human opponent, you'll have to tackle the traditional problems of batting, bowling and fielding!

Batting is achieved by positioning your man anywhere along the crease and then manipulating the joystick in eight directions to try various shots. A good stroke will see you wagging furiously on the stick to run between ends.

Bowling is just as easy, too. Position a cursor

A good strike from the batsman sends your fielder hurtling after the ball. C'mon son, throw it back!



before the batsman to instruct either your fast-pacer or spinner where to direct the ball. Wagging builds up either the speed or spin of the ball, depending on who's bowling at the time.

Big bowls

Instructing your fielders where to stand is possible but the actual fielding is virtually computer controlled so you don't have to bother too much about this aspect of the game. The usual stats and scorecards are also available.

And whether you favour the dismal hack 'n' slash English side or more attractive play of the West Indies, you can choose a team from any major cricket-loving nation across the globe.

Each individual player has a set of figures relating to their strengths and weaknesses so carefully select your touring squad. This completes the final ball of the over, really... oh, there's three computer difficulty levels and the option to alter the number of innings and overs to play, too.

It's difficult to achieve a decent cricket sim on computer – the game never seems to convert well. The same was said about rugby but it was Audiogenic that came along with their offering to surprise everyone. Is the same about to be said about their cricketing effort?

THE LOW-DOWN

PUBLISHER: Audiogenic
CONTACT: 081 424 2244
TEAM: Gary James Gray & Co.
PRICE: \$29.99

S C O R I N G	
GRAPHICS	60%
SOUND	50%
PLAYABILITY	59%
DIFFICULTY	VARIABLE

A valiant attempt at one of the hardest to convert sports. I certainly feel confident enough to declare *Graham Gooch World Class Cricket* as the leader in the small league of cricket sims but, even then, there aren't enough subtleties contained in the gameplay to guarantee any amount of long term enjoyability. In the end, it's more like a 'four' than a 'six'. Unlucky Audiogenic, but how about another rugby game since it's what you do best?

REVIEWED BY: Alan

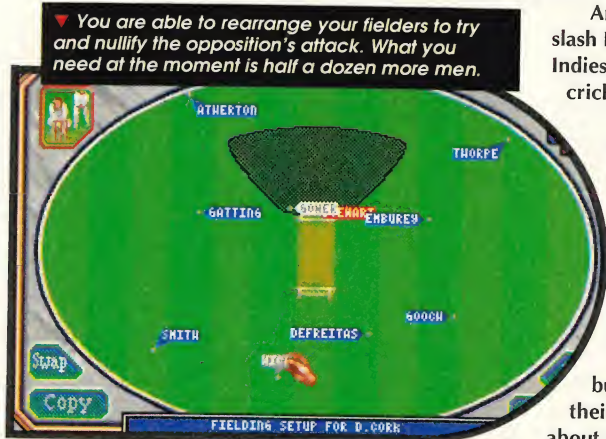
SECOND OPINION

This isn't for me, either. You'd do better to get yourself down to The Oval and enjoy some decent cricket. *GGWCC* is lacking in flair, something typical with English cricket, wouldn't you say!

OPINION BY: Nick

OVERALL SCORE

57%



You are able to rearrange your fielders to try and nullify the opposition's attack. What you need at the moment is half a dozen more men.

ACTION REVIEW PUZZLE & QUIZ

It's yet another puzzle romp as we embark upon a Titanic struggle.

SINK

The whole world, it seems, has gone completely puzzle mad over the last few months. We've seen lemmings, tomatoes, dragons, cavemen, the obligatory *Tetris* clones, and even packets of crisps take centre stage for a brief flirtation with fame and hoped-for fortune.

Most of these have enjoyed at least some level of success, although it was beginning to look as if the puzzle genre was heading down the old platform path – i.e. overcrowded and in need of new ideas. Zeppelin Software have decided to get themselves a piece of the action and *Sink or Swim* is a rare venture by them into the heady world of the full-price game.

As is fashionable nowadays, the game comes complete with a cutie-pie character whom Zeppelin no doubt hope will aspire to the heights of Sonic, Mario, James Pond, et al. He's Kevin Codner – and his mission? Rescue the Dim Passengers from the treacherous galleys of the doomed liner, SS Lucifer.

God help us all...

There's no actual

▼ Each level is just one screen wide – but does that mean they're easy? Nah...

▲ The hapless passengers die in a watery grave as Big K. goes snorkelling...

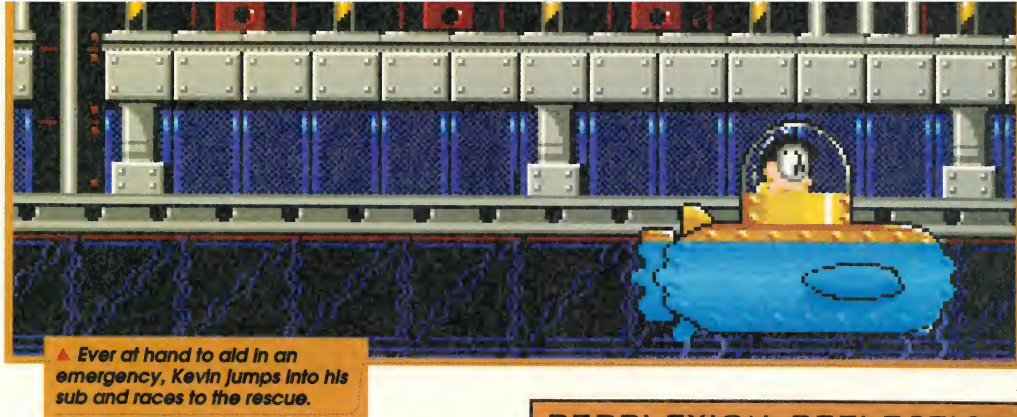
▲ The conveyor belts are activated by switches, and are essential for moving the DPs.

▼ Fear ye not folks, for help is at hand in the form of a life boat.

▼ Cargo crates can either help or hinder. Blow them up and you may find hidden levers.

▼ When all the passengers have fled to safety, toddle off through the escape hatch for more heroic fun.





OR SWIM

indication as to why, but the SS Lucifer is sinking fast. It's holier than the Pope's tea strainer and water is flooding into every corner of the packed ship.

The passengers are more than a little worried, and are running around the ship in a panicked attempt to escape: common sense seems to have taken temporary leave from just about everyone though – few have made it to safety, and somebody is needed to restore calm and generally play hero.

So Kevin Codner (cringe) is the man for the job, and it's up to you to ensure he carries it out properly and in time.

The SS Lucifer is divided into many different sections – 60 to be precise, and the Dim Passengers (double cringe) must be guided from each one of these in turn before the water level becomes too high. As Kev arrives, the DPs come careering into the room through the various escape chutes and promptly begin their collective impersonation of a headless chicken in a breadcrumb factory.

Although panicked, the passengers will always try to head for safety. The trouble is that a safe looking place may not always be easy to reach and before you know it, a swimathon is taking place. The idea is obviously to guide the passengers to their escape hatch via the quickest and safest route.

Action takes place in several different parts of the ship and the levels are represented by typical pieces of "shiplike" equipment. Conveyors and machines prevail in the engine rooms while hoists and crates fill the cargo hold.

As well as providing an interesting background, these are important elements in solving many of the puzzles, as switches and levers may provide new escape routes for the passengers.

A set number of passengers must be saved from each level (à la *Lemmings*), and only then can the wondrous Kevin continue his daring mission in another part of the ship.

Bombs are provided from the outset and are useful both for blowing up crates in the search for hidden exits and for clearing debris from the passengers' path.

In certain areas, water levels may already be critical and Kevin will need to spend a little time under water – he does have a limited supply of oxygen in the bag on his back.

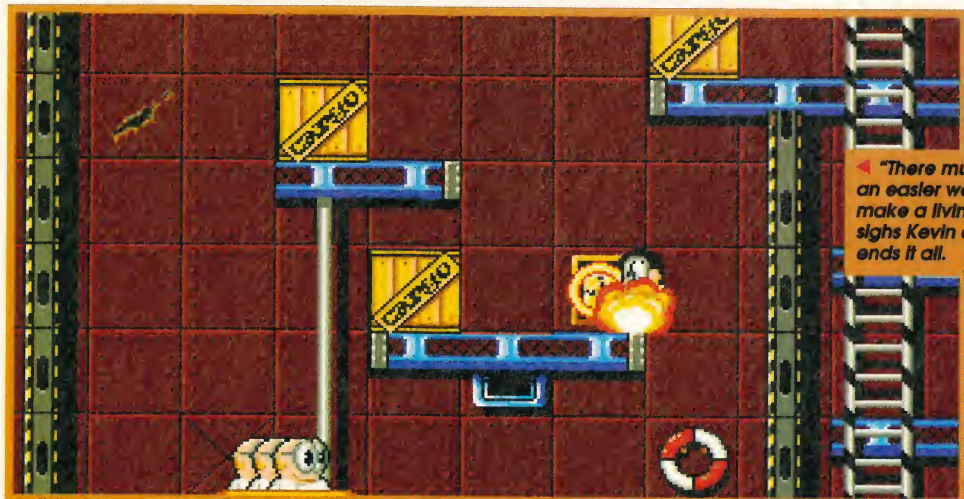
Also scattered around the place are wall holders containing jet packs; dropped into the freezing depths, these act as saviour to many a drowning passenger. If all else fails, the rescue dinghy can be launched as a last resort – not too good for Kev's credibility as a rescuer of the highest order though, so use it sparingly.

Wings and a prayer

If too many passengers on any particular level are killed (the manual calls them Angels, but let's not mask the truth!) then the lights go out to signify the effectual end of the mission.

Passwords are doled out after each level and the sections themselves, though small, pack in a good deal of detail and enough bogus clues to render the game frustrating.

The graphics are cute, though the sound could have been slightly more boisterous, and while *Sink or Swim* is not in the same class as *Lemmings*, it's a neat twist on an old formula and should please the puzzle fans.



PERPLEXION REFLECTION

LEMMINGS

Doesn't really come close to the hilarious and manic *Lemmings*, which is no disgrace, as few games do.

HUMANS

Quite similar in many respects, though *Humans* provides the greater challenge.

STONE AGE

Nicer to look at and more fun to play than this prehistoric romp.

BILL'S TOMATO GAME

Similar graphical standard, and in my opinion, more fun. Difficulty wise, about the same.

PUSHOVER

Very close to matching *Pushover* in every respect. Not quite though.

THE LOW-DOWN

PUBLISHER: Zeppelin Premier

CONTACT: 091 385 7755

TEAM: Andrew Brake, Anthony Gallup, Steve Warrell & Co.

PRICE: \$25.99

S C O R I N G	
GRAPHICS	81%
SOUND	78%
PLAYABILITY	86%
DIFFICULTY	AVERAGE

A rare full price game from Zeppelin, and a very good effort too. It's difficult to come up with something original in today's software market and Zeppelin haven't bothered to try. Instead they've taken a tried and tested formula and added their own twists. I enjoyed it immensely, though I accept that seasoned puzzle masters may find it a little easy. More levels would have elongated the challenge but all in all, an honest, fun game.

REVIEWED BY: Paul

SECOND OPINION

I must admit, I was expecting a very average puzzle game in *Sink or Swim*. Happily, I was surprised to find that it floats above many of its contemporaries. Take a look.

OPINION BY: Steve

OVERALL SCORE

81%

BACK ISSUES

Missed a copy of Amiga Action? The dog eat issue 36 with your homework? Now you can give us all your money and read stuff that's completely out of date too! Just send us a measly £3 for each copy you want, fill in the form with the correct codes and wait for 28 days!



ISSUE 35 AUGUST 1992.

CODE 8476.

Cover – Going For Gold

Coverdisk Demos – Dojo Dan, Steg, D/Generation

Reviews – California Games II,

Civilisation, Bane of the Cosmic Forge, Epic, Goblins, Mega Sports, Risky Woods, Steg, Super Tetris, Wizkid.

GTGAs – Addams Family, Monkey Island II

ISSUE 36 SEPTEMBER 1992.

CODE 8477.

Cover – Battle For the Skies

Coverdisk Demos – Goblins, Tornado, Ugh!, 4 PD Games

100 Best Games Ever supplement

Reviews – Air Bucks, Air Support, Crazy Cars III, Fascination,

Guy Spy, MegaTraveller 2, Premiere, Ragnarok, Ugh!

GTGAs – Monkey Island 2, D/Generation, Shadowlands

ISSUE 37 OCTOBER 1992.

CODE 8478.

Cover – Kick Off 3, Beast 3, Lotus 3

Coverdisk Demos – Fireforce, Tearaway Thomas, Hoi, Dithell's

Wonderland

Reviews – Amberstar, Archer McLeans Pool, Beast 3, Captain Dynamo, Fireforce, lost Treasures of Infocom, Lotus 3, Sim Earth, Tennis Cup 2, Troddlers
GTGAs – Hook, Fire and Ice, Lure of the Temptress

ISSUE 38 NOVEMBER 1992.

CODE 8479.

Cover – Nigel Mansell

Coverdisk demos – Pinball Fantasies, The Chaos Engine, Zool

Reviews – Amos Pro, B.A.T. II, Doodle Bug, Curse of Enchantia,

Pinball Fantasies, Sabre Team, Putty, Sword of Honour, Aquatic Games

GTGAs – Goblins, Premiere, Dojo Dan

ISSUE 39 DECEMBER 1992.

CODE 8480.

Cover – Lethal Weapon

Coverdisk Demos – Alien Breed 92,

Nick Faldo, Cytron, Donkey Kong
Free GTGA Book – Zool, Sensible Soccer, Beast III

Reviews – Assassin, Caesar, Cytron, Legend of Kyrandia, Lethal Weapon, McDonald's Land, Nigel Mansell, No Second Prize, Paladin II, Premier Manager, Road Rash, Shadowlands, Tiny Skweeks, Ween
GTGAs – Goblins, Dizzy Yolkfolk

ISSUE 40 JANUARY 1993.

CODE 8481.

Cover – Streetfighter II

Features – Blister (!)

Coverdisk Demos – Road Rash, Goblins 2

Reviews – Alien Breed 92, BC Kid, Bill's Tomato Game, Campaign,

Goblins 2, Gunship 2000, KGB, Sensible Soccer 1.1, Streetfighter II,

Tearaway Thomas

GTGAs – Legend of Kyrandia, Plan 9 from Outer Space

ISSUE 41 FEBRUARY 1993.

CODE 8482.

Cover – Darkseed

Coverdisk demos – Zool A1200, Nigel Mansell, Robin Hood,

Elevation

Features – GamesMaster Live, Future Zone

Reviews – Dalek Attack, Dark Seed, Dragon's Lair III, Harrier, Fate of

SOME frightening statistics came out this week. I am told that teachers expect 10 per cent of 14-year olds to have the reading ability of a child of seven. Another 30 per cent are expected to reach only the standard of a nine or 11-year old.
I find that simply appalling.

– Education Secretary John Patten
writing in *The Daily Mail*, April 6

At last there's an innovative program that will help ensure YOUR child doesn't become one of these 'alarming statistics'. It's called **Spelling Fair**, and it comes from the makers of Britain's best-selling range of educational software, **Fun School**. It costs £25.99 (inc. VAT) – a small price to pay to prove that spelling, far from being a dull chore, can be turned into one of the most exciting subjects on the school curriculum.

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Atlantis, Joe and Mac, Trolls, Voyage Beyond, WWF II
GTGAs – FULL SOLUTIONS:
Indiana Jones and the Fate of Atlantis (The Graphic Adventure),
The Curse of Enchantia

ISSUE 42 MARCH 1993.
CODE 8483.

Cover – Altern 8
Coverdisk Demos – Body Blows,
Furmyre, Creatures, Unsensible Socc
Features – Altern 8, Zool 2
Reviews – Combat Air Patrol,
Creatures, Lionheart, Nick Faldo,
Sleepwalker, The Chaos Engine,

Transarctica, Waxworks, Wing
Commander
GTGAs – Dark Seed, Ween

ISSUE 43 APRIL 1993.
CODE 8484.

Cover – Lemmings 2
Coverdisk Demos – Abandoned
Places 2, Lemmings 2, Walker
Free GTGA Book – Alien Breed 92,
Goblins 2, Classic Tips. Games
Index, Classic Tips
Features – Arcade Show, Zool
coin-op, On-Line, Hard Drives,
Virtual Quest Virtual Reality
Reviews – Body Blows, Crystal
Kingdom Dizzy, DPaint IV, Legends of
Valour, Lemmings 2, Lethal Xcess,
Sim City Deluxe, Son of Chuck, The
Greatest, Walker, Universal Monsters
GTGAs – Waxworks

ISSUE 44 MAY 1993.
CODE 8485.

Cover – Desert Strike
Three huge coverdisks! – Superfrog,
Chuck Rock II, Dizzy, Sink or Swim,
Super Cauldron. Deluxe Pacman.
Features – Amiga CD-ROM,
CompuServe, Bullfrog.
Reviews – Desert Strike, Humans –
The Jurassic Levels, B17, Abandoned
Places 2, Arabian Nights, A-Train,
Historyline.
GTGA – Sabre Team, Dragon's Lair III

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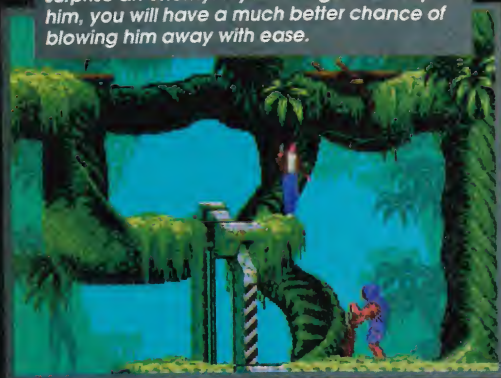
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ACTION REVIEW PLATFORM

Déjà vu or something new? Delphine's latest takes us on a trip.

▼ If you can, it is always best to try and surprise an enemy. If you can get the drop on him, you will have a much better chance of blowing him away with ease.



Flashback has taken what seems to be centuries to make an appearance on the British software scene. Deadlines for its release have been set and broken countless times but at last the wait is over and the game is finally ready and set for launch.

This is another in the growing line of joint ventures between US Gold and French software developers Delphine, and when you look at the list of past titles, any new efforts are definitely going to be games to look out for. *Operation Stealth* and *Cruise for a Corpse* set the standard for other graphic adventures to follow while *Another World*, the critically acclaimed arcade action adventure, was loved by almost everyone.

Now comes *Flashback*. There would appear to be a common misconception among people that this is *Another World 2* – it most definitely is not! In fact, there are plans afoot for sequels to both *Another World* and *Flashback* but if they take as long as this then we may be in for quite a wait!

The question everyone's asking is does *Flashback* live up to its awesomely impressive pedigree? The



▼ When you operate a switch, you can be pretty sure that it will have an effect on the game even if it's not immediately noticeable.

FLASHBACK

answer has got to be a resounding yes. This is a game that you are guaranteed to get to the end of, not because it's too easy, but because it is so good you won't stop until you've completed it.

You are Conrad B. Hart, a research scientist who has spent the last few months preparing his thesis. His investigations had revealed to him that certain individuals had a molecular density that was so high, it escaped recognition by even the most sophisticated pieces of equipment. He also realised that these individuals were actually top-ranking members of society, including military strategists, politicians and multi-millionaires.

Creature features

It turned out that Conrad had accidentally opened up a real pit of rottweilers as these individuals weren't in fact ordinary human beings but extra-terrestrial creatures. They had taken on the outward appearance of human beings so as to infiltrate the planet and eventually take control of the Earth. Who knows, it could happen!

Naturally, Conrad's investigations concerned these beings, so to prevent being found out they kidnapped Conrad, completely erased his memory and imprisoned him in a high security hospital. The only thing he knew for sure at this point was that he must escape, so by stealing a hover bike he managed to obtain his freedom, but only briefly.

He soon realised that he was no longer on Earth and when a shot from the pursuit ship that was chasing him found its target. He fell

Accidentally ▼ run onto something that you shouldn't and you could end up meeting a horrific death.



▲ Conrad, with nothing better to do, decides to pause for a pose. And who wouldn't with an entire planet of strangers to impress?



▼ Almost in the clear now as he zooms away on his recently acquired vehicle. Unfortunately his actions have not gone unnoticed.



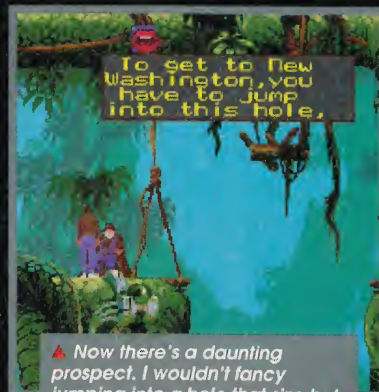
▲ As well as ordinary run-of-the-mill extraterrestrials, you will also come up against their mechanical allies.



▲ Once you have found an object, you'll to work out a use for it. The holocube will give you some idea of what to do.



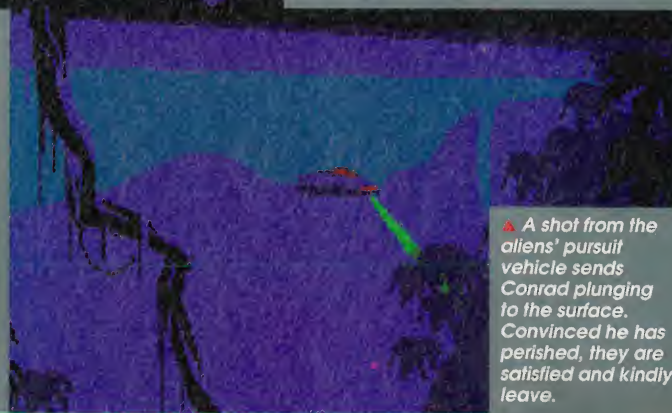
▼ The extraterrestrials cannot afford to let him escape as he holds information which could expose them – they have no choice but to give chase.



▲ Now there's a daunting prospect. I wouldn't fancy jumping into a hole that size but at least you have got your anti-gravity belt for safety.

ACK

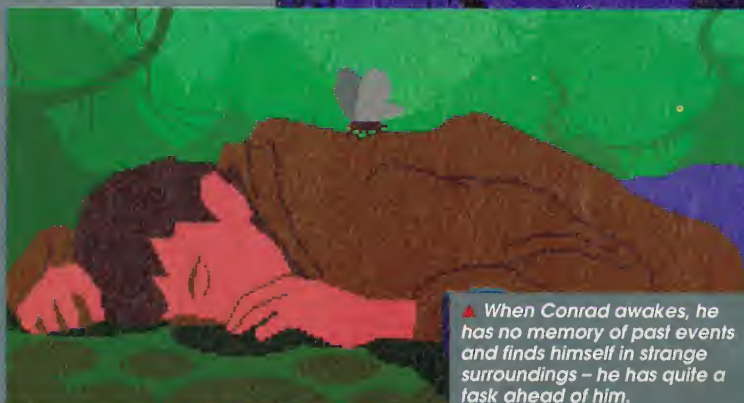
A
AMIGA ACTION
ACCOLADE



▲ A shot from the aliens' pursuit vehicle sends Conrad plunging to the surface. Convinced he has perished, they are satisfied and kindly leave.

helplessly to the surface of the planet Titan.

This is where you come in. Conrad regains his consciousness and struggles to his feet. Dazed and confused, he begins to search the surrounding area for some way of escape or clue to his own identity. You must aid him in his quest by taking control of his actions. You will undoubtedly spend the first few moments wondering whether the designers actually ripped off the plot from *V*, *Bladerunner* or *Total Recall*, but you will soon come to the



▲ When Conrad awakes, he has no memory of past events and finds himself in strange surroundings – he has quite a task ahead of him.

conclusion that it was probably a little bit of all of them. After that, it's time to get to grips with the control method.

If you have ever played *Prince of Persia* or *Another World* then you will immediately be right at home as, basically, the same method has been employed. Without going into too much detail, it is enough to say that every movement is completely natural, and there are no actions that will take hours to get to grips with – you will be able to do everything almost immediately.

The first thing you notice are the graphics, which are quite simply stunning. You may be looking at the screenshots and thinking, hang on, they're not that good or the main sprite's a bit small, isn't it? But you really do need to see them moving before you are qualified to pass judgement.

Once you have, you will change your opinion. Try inviting a few friends around who haven't seen the game before and watch their jaws drop at the fluidity and realism of the animation of the main character.

Get real

Once you have got over the shock of seeing a computer game character actually move in the same way as a real person, instead of like a psychopathic robot with a limp, it is time to get down to the real business at hand.

The gameplay mainly involves dashing around the different levels in an attempt to get back to Earth

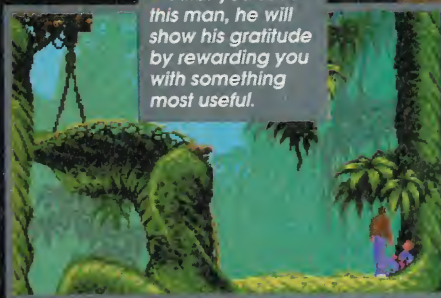
▼ A variety of creepy-looking alien devices await your inspection. Now, what can I find here?



▲ Flashback is all about exploring and killing aliens of course! You will find various objects useful to your cause dotted around the landscape.



▼ Once you have got hold of the ID card, you will be able to open previously locked doors, giving you access to new areas of the game.



▼ After you save this man, he will show his gratitude by rewarding you with something most useful.



▼ Even the police are after your blood in Flashback. Don't worry about shooting them though just because they are law enforcement officers, as they will certainly shoot you!

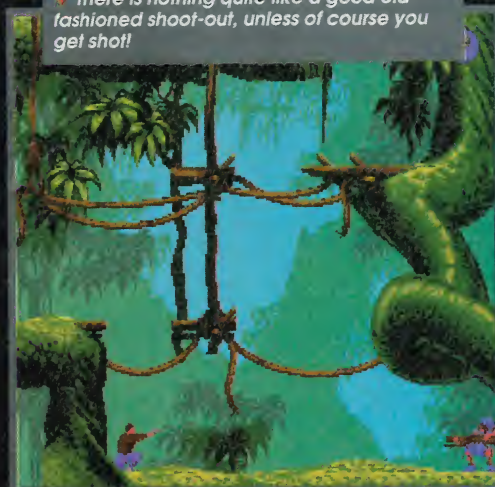
and restore your memory. Along the way you will have to solve numerous puzzles, find various objects and kill literally hundreds of aliens who are all after your blood.

The game plays in a similar fashion to the all-time classic *Prince of Persia* and, if anything, it is more like a sequel to that than *Another World*. *Flashback* takes an already immensely successful game design, improves on it in almost every department, combines it with an excellent storyline and moulds all of these elements into what I would consider easily to be the best Amiga game of the year so far.

The only sad thing is that sales may be damaged by the flood of pirated copies that seem to be around as a result of the game being commercially available in France for the last couple of months. And if sales get damaged, you can be sure that games like this will become rarer.

Perhaps this will prove to be a valuable lesson to software houses that constantly delaying a game's release may actually do them some harm, no matter how good the actual title is.

▼ There is nothing quite like a good old fashioned shoot-out, unless of course you get shot!



THE LOW-DOWN

PUBLISHER: US Gold
CONTACT: 021 625 3366
TEAM: Delphine Software
PRICE: £29.99

S C O R I N G	
GRAPHICS	91%
SOUND	80%
PLAYABILITY	90%
DIFFICULTY	SPOT ON

You may have noticed that the actual review contains no mention of the faults in the game. There is a good reason for this – there aren't any! Well, not major ones anyway. If you were to be picky, you could say that perhaps the soundtrack is a little sparse in parts and maybe the main character is a little too small but that's about it. It would be over the top to say *Flashback* is perfect because it's not, but it has certainly been more than worth the wait.

REVIEWED BY: Steve

SECOND OPINION

Prince of Persia knocked my teeth out and buried them in the garden. This release presents me with the bill from the dentist – and pays it. What a game – I'd give it 95%.

OPINION BY: Nick

OVERALL SCORE

92%

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ACTION REVIEW STRATEGY

**Impressions
return to make
war on the
Amiga.**

♥ Ooh
those arrows
look sharp
don't they!
Never in
history has
such a
terrifying
weapon
been used
in a war.



You can choose to be either the Roman
army, or a Barbarian fighting force. Your
choice, civilised men or deranged
homicidal lunatics.

COHORT CHOOSE YOUR ARMY TYPE ROMANS BARBARIANS II

♥ This screen allows you to
oversee the battle's progress from
a distance, and assess what the
best tactics are for you to employ.



Over the last couple of months Impressions have really started to get their act well and truly together and begun to establish themselves as one of the major producers of top quality strategy based computer games. *Paladin II* was one of the best all-out strategy games of recent times, and *Caesar* was so good that it came extremely close to toppling *Civilisation* from the top of the pile, and scored a more than healthy 91% when it came under the Amiga Action microscope.

It is on these firm foundations that *Cohort II* has been launched, as Impressions attempts to keep up the momentum that they have worked so hard to build up recently. Sadly, this falls a long, long way short of the expectations which have been raised in recent times.

Being unfamiliar with the original I am a little unsure as to whether this is strictly speaking a sequel, or just an enhanced version of the previous release, but without a doubt *Cohort II* has numerous advantages over its elder brother. New commands, enhanced versions of the old ones, new scenarios,



▲ Well into the proceedings now and to be honest things aren't going all that well. Let's be honest, you've got no chance!

new enemies and better graphics and sound have all been incorporated in this latest attempt to provide the gamer with the ultimate wargaming experience.

OK, so we now know that it is better than the original, but all that tells us is that the original can't have been that sparkling either I'm afraid. Set around 200BC to 200AD, this game gives you the opportunity to set up and take command over pitched battles between Roman armies of varying size and type.

Plenty of pre-set scenarios have thoughtfully been provided for anyone who wants to get in to the thick of the action immediately, but for the more ponderous amongst you there is also the chance to create your own. Each scenario, whether your own or a pre-designed one, will have some sort of predetermined objective which one side must meet in order to be victorious, whether it is holding the northernmost hill in the area, to defending your position in front of a cliff.

Call to arms

The main part of the game though is obviously the battle itself. *Cohort II* once again sees a version of Impressions's Mini Miniatures System, which was first seen in the game

▼ Perhaps it is time to cut your losses and run. It is always better to run away if it means that you survive to fight on.



CHOOSE YOUR ARMY

	1	2	3	4	5	6	7	8
LIGHT INFANTRY	2	0	2	0	2	4	4	1
MEDIUM INFANTRY	2	4	4	0	2	3	2	2
HEAVY INFANTRY	2	0	0	0	2	2	4	1
ARCHERS	2	4	2	0	4	3	0	4
LIGHT CAVALRY	2	4	2	8	2	0	2	2
MEDIUM CAVALRY	1	0	2	0	0	0	0	2
CAVALRY	1	0	0	4	0	0	0	0

HERE FOR RANDOM SELECTION
COMPOSE YOUR ARMY



▲ Things are certainly heating up now, in fact I don't think I can stand all of this excitement for much longer!

Rorke's Drift. For the uninitiated it is an entirely mouse driven interface which is surprisingly user friendly for a wargame, and is reasonably easy to use and get to grips with, even if you have never even seen a wargame before.

The whole battle takes place in real time with you giving your orders to the men while the battle rages on around them. If you decide things are not

going as well as planned you can stop the battle, issue new orders and tell them to carry on. Each battlefield is approximately a mile wide by one third of a mile high giving you plenty of room to outflank your opponents, or even sneak up behind them!

There are eight different types of battlefield that you can choose from with varying degrees of

▼ While the battle is continuing you can scroll around the different area of the battleground to check on the progress of different groups.



difficulty. When you choose a different battlefield the terrain on which the fight is to take place will be drastically altered. You can have open field, bridge, cliffs, hills, marsh, downs, undergrowth and forest.

The differences are fairly self explanatory, for instance hill terrain will be covered in hills, thus making it more difficult for your armies as they are constantly having to go around obstacles. Cliff terrain, on the other hand, will have a treacherous drop at one end where your opponent can force your men over the edge.

Orders are given either to individual units of soldiers with each unit representing 100 men, or groups of eight units at a time. Once you have issued your orders to the group or groups they will then attempt to carry them out to the best of their ability.

If while performing a manoeuvre set out by you, they come into contact with an enemy unit they will automatically enter into combat with their foe. This leads to a comical encounter between the two which would not be out of place in one of those sped-up Benny Hill chase sketches!

Obviously animation is completely unimportant to a game like this, and I'm not asking for anything like the quality of *Another World* for instance, but I don't think it's unfair to expect something a little better than this. Any atmosphere that has been built up by the idea of complete control over the destinies of thousands of young soldiers is utterly destroyed when you see two units wildly thrashing about at ridiculous speed, and you'll find yourself humming the theme music to a tacky 1970's sitcom.

Small effect

Speaking of music brings me somewhat neatly on to the sound effects. Now these are actually quite impressive, plenty of hooves clattering, swords clanging and men dying. Unfortunately they are just looped samples that play continually while the battle



▲ The tension is certainly mounting now, battle is under way and even though the enemy are still literally miles away and not even in sight you can still hear the combat. Amazing!

rages, even if there isn't a great deal of raging going on at that moment as both armies are half a mile apart, stood perfectly still and awaiting orders!

The whole problem with *Cohort II* lies in the fact that it doesn't really generate any interest whatsoever in the average gamesplayer, ie 95% of the people who own Amigas.

Doubtless there will be some people who aspire to be generals in the army and such like, who will relish this opportunity to live out their fantasies (however strange they may seem to the rest of us), but I should imagine that even these people will not leave their computers saying "My god, that is quite simply the best wargame I've ever played!"

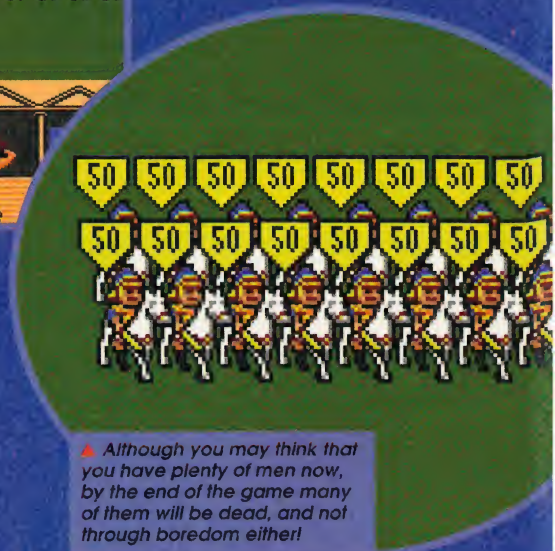
To be quite honest it won't be, unless of course it's the only wargame they've ever played but that doesn't count! There are plenty of other games of this type that easily better it in departments, take the excellent, although dated *Battlescapes* series for instance.

There is absolutely no real feeling of involvement within the game, no perception of actually being there or in charge of the armies

involved – in fact I managed to win two battles simply by setting the whole thing going and just leaving them to it. The enemy walked slowly towards my forces and when they got there were defeated in a battle which really only lasted half an hour, but actually seemed like an eternity!

Expectations were high for this one, but unfortunately it really is a very poor show and I can't really find anything to recommend that you buy it.

♥ This is the battle menu, and although it may look rivitngly exciting don't get your hopes up, because it isn't!



▲ Although you may think that you have plenty of men now, by the end of the game many of them will be dead, and not through boredom either!

THE LOW-DOWN

PUBLISHER: Impressions
CONTACT: 071 351 2133
TEAM: Edward Grabowski, Andrew Prime
PRICE: £29.99

S C O R I N G	
GRAPHICS	51%
SOUND	72%
PLAYABILITY	57%
DIFFICULTY	VARIABLE

If you really desperately want a wargame and are thinking, "Oh well, that's just one opinion, I'll bet it's still a good game," first of all I would say, read the second opinion. If that still doesn't convince you then fair enough, by all means go for it, it is your money after all. Really, this is too full of flaws to be worth £30. Just don't come crying to me when one of your mates sees it and falls about laughing, then spurns you for the rest of your natural life!

REVIEWED BY: Steve

SECOND OPINION

After a good few months, Impressions make a marked mistake with *Cohort II*. This product should never have been released and I advise people to avoid it.

OPINION BY: Nick

OVERALL SCORE

59%

CHOOSE YOUR TERRAIN

- 1 OPEN FIELD
- 2 THE BRIDGE
- 3 CLIFF DEFENCE
- 4 HILL TERRAIN
- 5 MARSH
- 6 DOWNS
- 7 UNDERGROWTH
- 8 FOREST

♥ The terrain you choose here will drastically affect the way the game plays.



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READER

Life's never simple, is it? We write a review and you agree totally, we write another review and you disagree with everything we say. In order to bring everlasting peace and bliss to all your lives, Amiga Action is now giving you the chance to air your opinions on the latest games. Just be honest and try not to say anything that will get us sued. And anybody using bad language will be decapitated at the earliest opportunity by our very own Halloween mascot, Nick 'tear your socks apart' Merritt. To start the ball rolling, Tim Timmermans from Belgium has already anticipated our plans and most kindly provided the three following reviews: So sit back and let someone else take the heat...

REVIEW

LEMMINGS 2

Psygnosis

Reader Reviewer: Tim Timmermans, Belgium

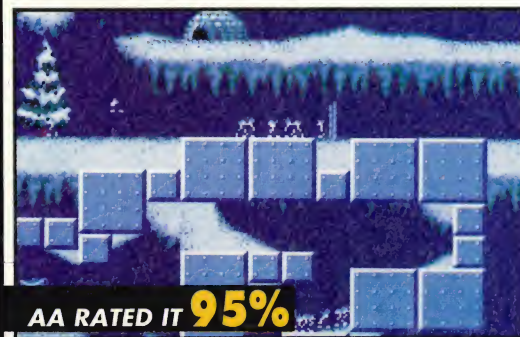
I thought the last lemming jumped off a cliff a long time ago, but now the Amiga is once again infested by the little guys. I see puzzle madness on the way with some excellent graphics and terrific sound. Anyone who hasn't heard of this needs drastic medical care, everyone else should regard it as a must for the Amiga!

Graphics: 87%

Sound: 84%

Overall: 96%

Summary: *Glory, glory Allelujah!*



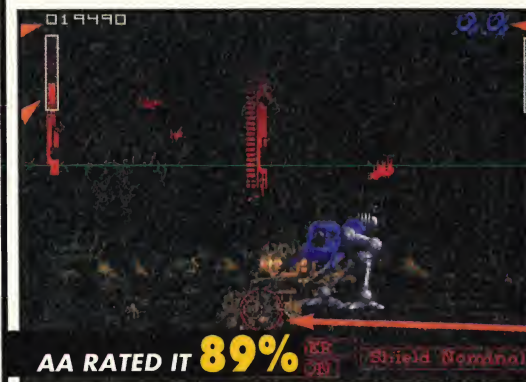
AA RATED IT **95%**

WALKER

Psygnosis

Reader Reviewer: Tim Timmermans, Belgium.

What I noticed straight away was the blood and guts from those tiny guys – I liked it. You can use the keyboard or joystick to move the Walker, and the mouse for blasting. You can play this with a friend which makes it even more attractive. This one has potential.



AA RATED IT **89%**

Graphics: 90%

Sound: 92%

Overall: 90%

Summary: *Easy to master and lasting fun.*

LEGENDS OF VALOUR

US Gold

Reader Reviewer: Tim Timmermans, Belgium

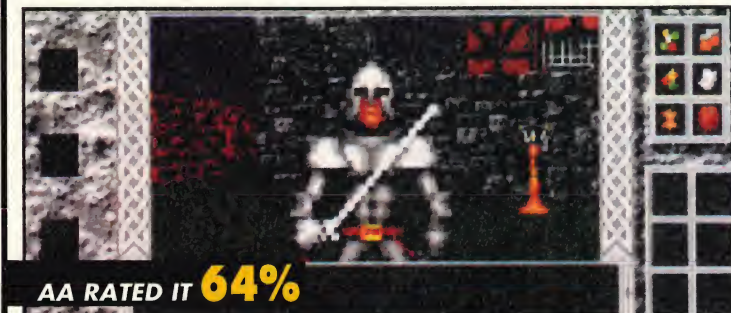
Getting in a fight is easy, using the weapons isn't. I give it credit for some good-looking graphics but the gameplay could have been improved. There are plenty of better RPGs around. Maybe a sequel could do better but avoid this one if possible.

Graphics: 85%

Sound: 76%

Overall: 59%

Summary: *Not as good as expected.*



AA RATED IT **64%**

So now you know what it's all about. Follow the same format as above: a brief review of the game, percentage scores for Graphics, Sound and Overall, and then finish off with a short summarising comment. Send as many reviews as you like to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.



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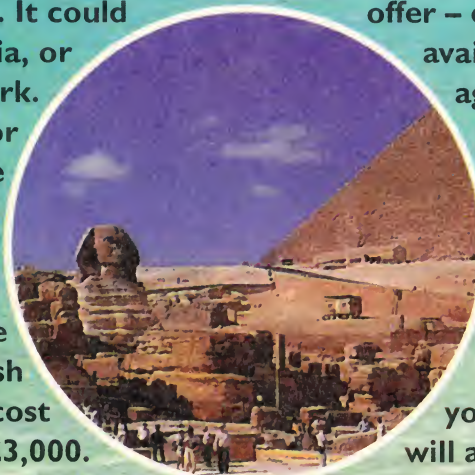
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He's the ninja with an attitood, and he's on his way back for more madness! Follow the progress of Zool 2 over the coming months as Amiga Action exclusively plunders the secrets of the Nth Dimension...

BY: PAUL ROUNDELL



work in progress ZOO L 2

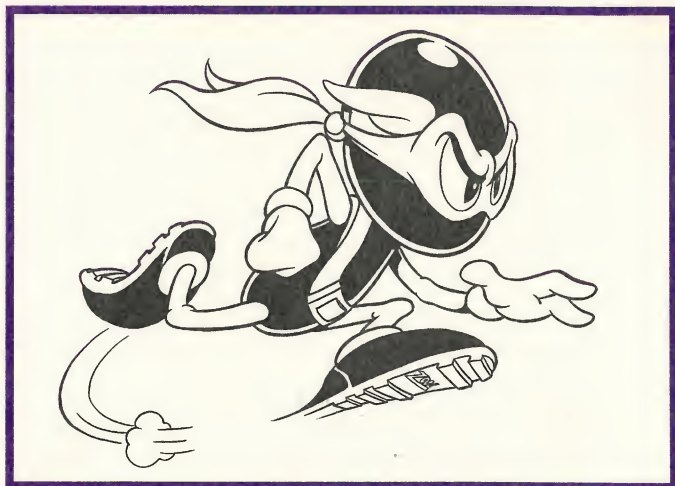


So who's this Zool geezer then? Not a question you're likely to hear very often, is it – and why? Well, because since his arrival on the Amiga in a flurry of green limbs last September, the small exponent of the oriental arts has taken the home computer market by storm in such a way that was previously unheard of, and certainly unexpected.

A war has raged in the console market for a couple of years or so between Nintendo's Latino plumber *Mario*, and *Sonic the Hedgehog* – the spiky blue do-gooder in the Sega corner. This is perhaps not too surprising since although the average age of console owners is on the rise, low teens is still the norm – an age which lends itself to confrontation and a "mine is better than yours" attitude.

Amiga owners – and gamers – tend to be a little older, and as such have hitherto been largely untouched by much of the hype which software companies build around their games.

This all changed with the advent of *Zool* though. Gremlin's pre-release hype was no different to that of countless other games, brashly claiming super-fast



work in progress ZOOOL 2



scrolling, superb playability, stunning graphics and a host of other features. As it turned out, they could have saved their money, because not only did the computer press trumpet the game's excellence in a very loud fashion indeed (96% Amiga Action 34), the national tabloids jumped on the bandwagon and hailed *Zool* in a way that must have had the Gremlin marketing department dribbling.

Zool's rapid rise to the top of the Amiga charts – where it remained for months and apparently at one stage was outselling the Number Two game by a margin of four to one – and his subsequent unparalleled fame, has ensured that virtually no-one who owns a home computer and plays games has not heard of him.

But it doesn't stop there – oh no. Not content with completely dominating just one market, *Zool* can now be found capering around the screens of PCs and Archimedes, and of course, A1200s – shiny new backgrounds and all!

As if that wasn't spreading the legend far enough, plans are well underway for the introduction of the native of the Nth Dimension onto the Game Boy, NES, SNES, and Sega systems. And those of you old enough will find him popping up on the machines in your local pub before long!

As with most successful concepts – but particularly those in the entertainment media – follow-up products or sequels are only to be expected, and it came as no real surprise to anyone when Gremlin announced plans for *Zool 2*. With the reputation of *Zool* preceding it, such a venture is virtually assured of commercial success from the start but Gremlin want to do more than just cash in.



Marketing Manager Nick Clarkson pointed out that Gremlin are well aware of the huge potential of *Zool*, something they intend to exploit more fully over the coming months (more of this later), but at the same time they want to expand on *Zool*'s character, and on the gameplay, to make *Zool 2*

a wholly new game, rather than just more of the same. I'm already looking forward to the results.

As producer of *Zool 2*, Pete Cooke is responsible for the day to day progress of the project. He explained a little about the thinking behind the game:

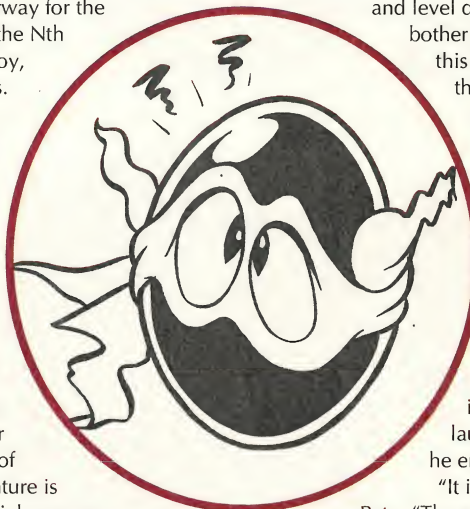
"When work began on the original *Zool*, the programmers weren't given much direction at all. Basically, they were told to do a platform game, and were then left to their own devices."

The 'they' in question is the in-house team of programmer George Allen, artist Aide Carless and level designer Tony Dawson. I didn't bother to enquire as to the success of this approach, the evidence being there for all to see.

A new team have been contracted to work on the sequel – Edinburgh-based The Warp Factory, whose previous hits include Gremlin's own *Harlequin*. Weren't George and the boys a bit... well, peeved, to be seemingly left out of the project, when it was their initial work which had launched *Zool* into the star status he enjoys today?

"It isn't really like that", explained Pete. "The guys had loads of scope to do what they wanted with *Zool* originally, so obviously they thought of the best ideas possible and used them in such a way as to make the game the brilliant affair it was.

"We wanted *Zool 2* to stay with the basic theme but at the same time to move in another direction and really come across as a different and new game. The best way to do this was to get some new ideas, and



▲ *Zool* appeared in September, and he looked nice, he really did. On reflection, the programmers decided he was a little simplistic, and set about beefing him up.

Zool mania!

By the end of this year, not only will we have been blessed with the second coming of the ninja-who-certainly-isn't-an-ant but *Zool* will have penetrated just about every video game format and machine there is – but that's just the start of it!

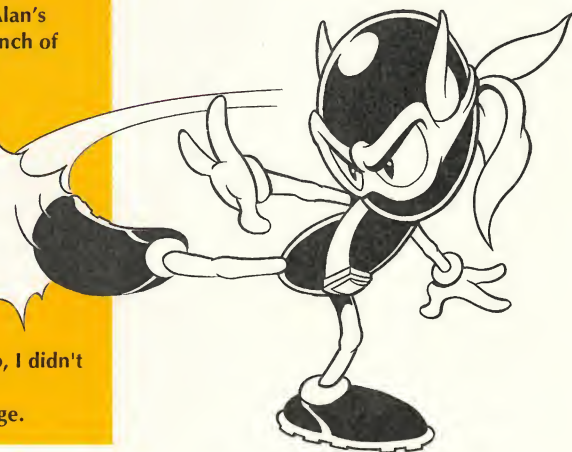
Gremlin have drafted in the talents of Alan Barton, artist and designer extraordinaire, whose list of credits read like a Hollywood back catalogue. *The Tiny Toons*, *Road Runner*, *Daffy Duck*, *Junglebook*, *Sylvester the Cat* and *Batman Returns* have all been given the Barton treatment at some point, and now he turns his attention to *Zool*.

Gremlin recently formed an alliance with PSL, the UK's leading licensing agency, who over the last few years have been responsible for the

merchandising of *The Simpsons*, *A-Team*, *Garfield*, *Snoopy* and the *Mario Bros*. Alan's task is to develop *Zool* from being a bunch of nice looking pixels, into a tangible and marketable character.

For all you *Zool* fanatics, what that basically means is before very long the chances are you will be able to walk into the kitchen in your *Zool* pyjamas, eat your *Zool* cereal while watching *Zool* cartoons on the TV, pack some sandwiches into your *Zool* lunchbox... need I go on? No, I didn't think so!

Zool is big. But he's going to be huge.





More expressions
give a new sense of
purpose to the
interstellar dweller.

Meaner than ever
before: Zool means
business with his slick
new features.



"We want Zool 2 to move in another direction and really come across as a different and new game."

we knew The Warp Factory's pedigree from what they'd done for us with *Harlequin...*

Still in the early stages of development, The Warp Factory have a long way to go before the finished product finds its way into our homes some time around September but changes in the character are already evident, as you can see from the artwork on this page.

Gremlin felt that, although well animated, *Zool* had a very simplistic look to him and needed spicing up for his new adventures. Subsequently he has undergone minor cosmetic surgery, resulting in a more expressive countenance, and possibly further down the line, this will mean extra moves (but more on this as soon as we know it).

The plot is still taking shape at the time of writing, but does of course feature good old Zool defending the Nth Dimension in a way as only he can. His arch-enemy and would-be dictator of the aforementioned dimension – the dastardly Krool – is dashing madly hither and yon all over

the Nth D. in an attempt to smash holes in it and bring about its ultimate destruction.

Krool is aided in his quest by the faithful sidekick Mental Block. The MB character is being kept under wraps at the moment, but rest assured we'll be unveiling him in the next instalment.

The size of the game is unconfirmed as yet – although it certainly will not be

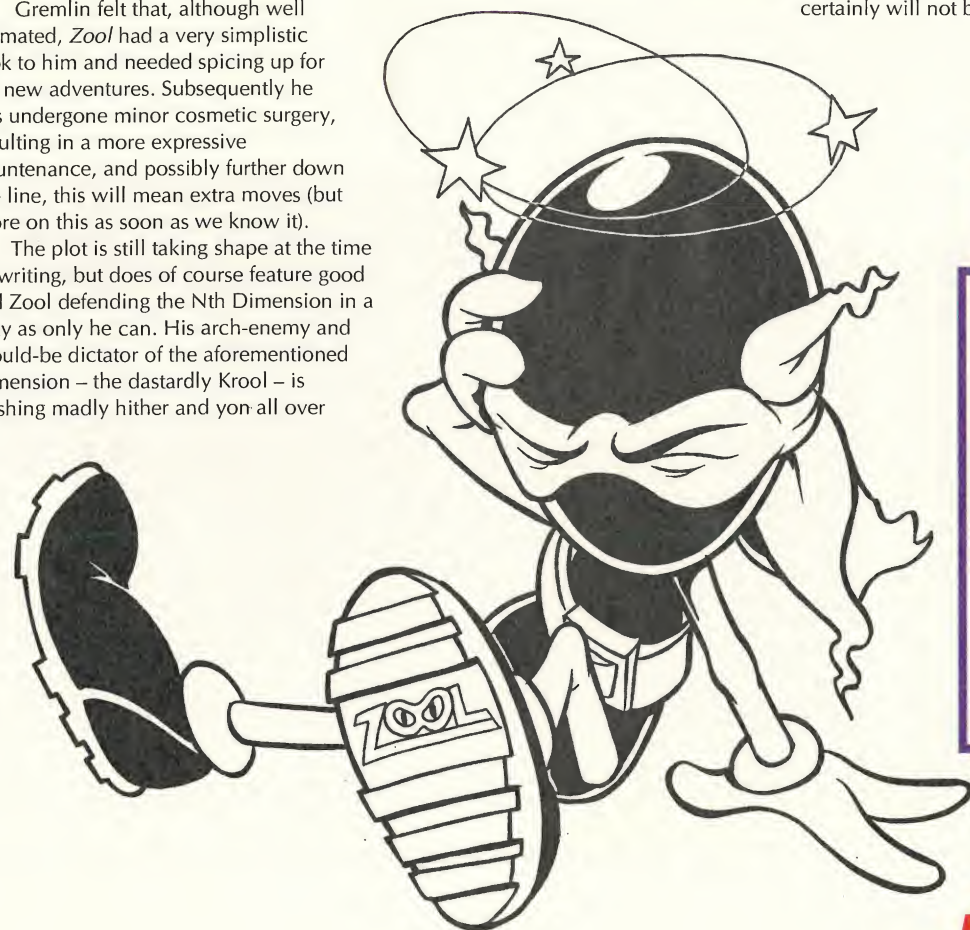
any smaller than its predecessor – but we can reveal that whereas Zool previously fought different baddies at the end of each level, he will now confront the many guises of Krool.

There is another surprise too – Zool has a girlfriend! Yes, even Interstellar Cosmos Dwelling Defenders of Nth Dimensions find time for a little love and romance, and that special someone in Zool's life is the beautiful (?) Zoozie, pictured in an early stage on this page. Zoozie takes part in the all-new two player game mode, which will be structured rather like the original arcade 2Ps, whereby partners take turns – in this case one controlling Zool, and the other Zoozie – at completing the mission.

It's a possibility at this stage that Zoozie may take part in one player mode too, simply following behind Zool in much the same way that fox thing does with Sonic. (Ahem. You mean 'Tails' – Ed.)

Again, this will be confirmed next month, when we will be taking our first look at *Zool 2* in motion, speaking to programmers The Warp Factory and bringing you up to the minute news on every development as it happens. **AA**

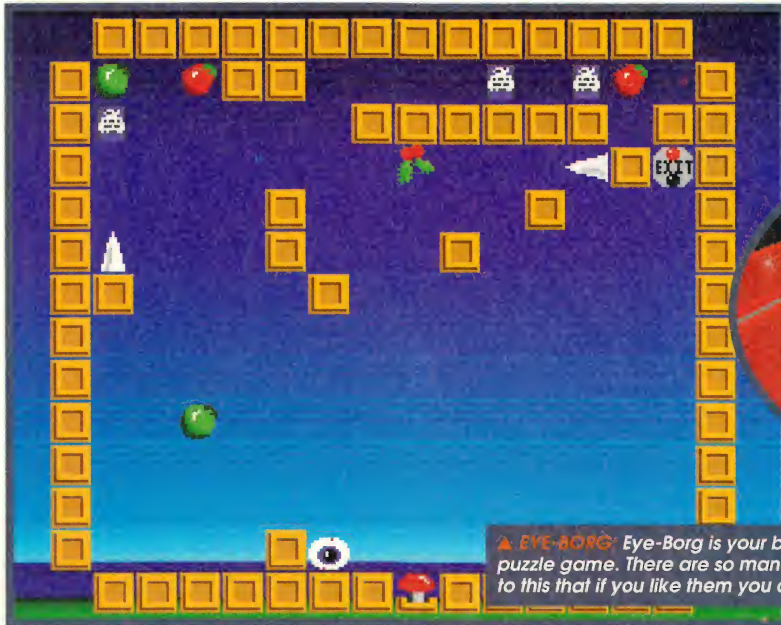
No self respecting ninja of the Nth Dimension would be seen without a chick in tow. The gorgeous (?) Zoozie provides the romance.



PD

in profile

There's no better time to get into the Public Domain scene than now, what with the price of games and the recession. So this is the place to check it out...



▲ **EYE-BORG:** Eye-Borg is your basic run of the mill PD puzzle game. There are so many games virtually identical to this that if you like them you are spoilt for choice.

It may well be cheap but most of it certainly isn't nasty. What am I talking about? PD and licenseware of course, which continues to amaze and astound its users with its high levels of quality and incredibly low prices we have all come to know and love. How do they do it? Who knows, or cares for that matter, and as long as things remain the same we can have nothing to complain about!

This month's offerings come from Deja Vu, Software Expressions, 17 Bit Software and PD Soft. First up is *Eye-Borg*, a licenseware product from Deja Vu. Once again it would not be unfair to compare this game to Loriciel's *Tiny Skweeks*. You must guide the Eyeball around each of the

progressively more difficult levels, collecting all of the objects on screen without touching any of the spikes which have been placed at various locations.

This wouldn't be too difficult if it wasn't for the fact that you have no way of stopping your character other than to come into contact with either a wall or a spike. It is not bad if you enjoy this kind of thing but it does point out the glaring lack of originality in the puzzle market at the moment, both Public Domain and commercial, and this is an area which badly needs an injection of fresh ideas. If you are interested, look for catalogue number L/135.

Next is *T.R.A.X.*, also from Deja Vu. This is a more than competent fruit machine simulator and

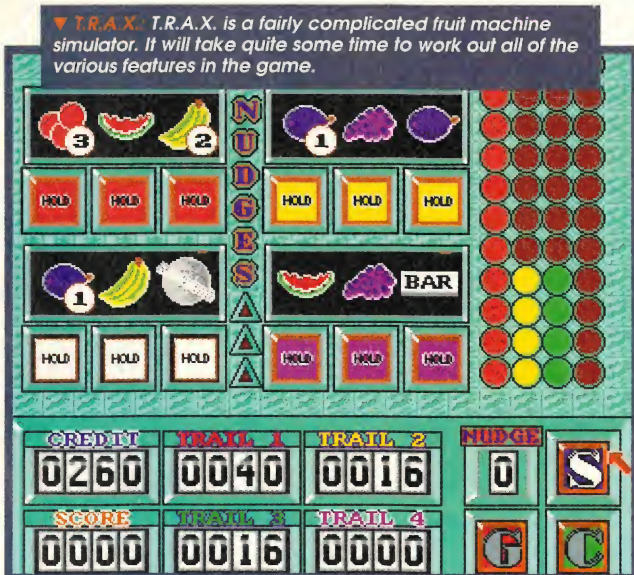


▼ **AMOS TEN PIN BOWLING:** With this version of ten pin bowling there is no need to worry about hurtling down a little alley with three fingers jammed inside a black ball!

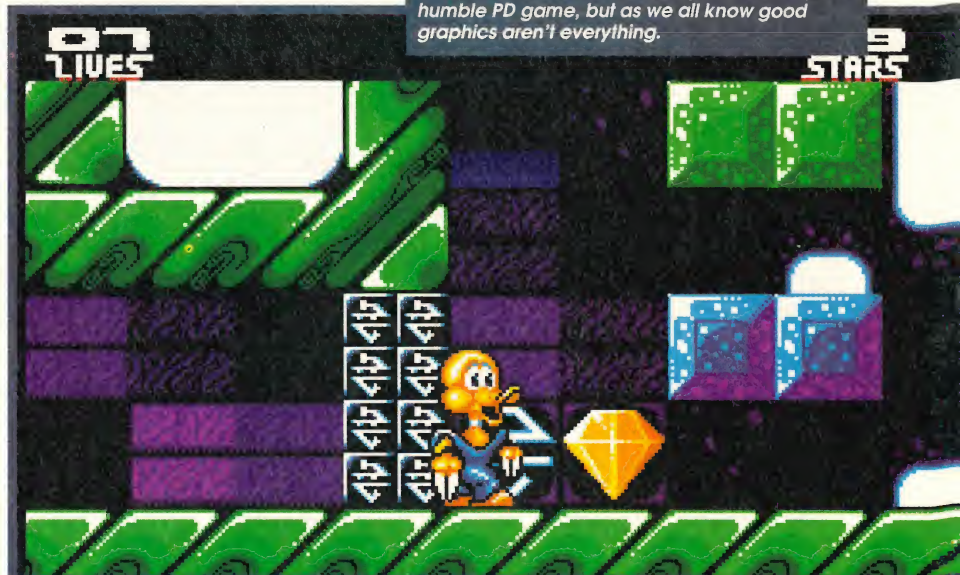
before you ask, no I haven't got a clue what the name stands for. If you are the type of person who endlessly pumps money into fruit machines in the hope of winning the four pound sixty jackpot then this disk could save you a small fortune. Disk L/133.

The final disk from Deja Vu is probably my own personal favourite for this month, and is entitled *AMOS Ten Pin Bowling and Logiccircuit*. It is unusual to find two games on a disk, but it is even more unusual to find two good ones. *Logiccircuit* is a puzzle game in which you must build a working circuit on a circuit board. Personally I hate anything to do with AND and NOT gates but I am willing to admit that this has been exceptionally well put together and anyone with a technical mind will simply love this.

AMOS Ten Pin Bowling may not look like much but it is simply oozing with gameplay and shows that the AMOS program is capable of much more than churning out endless shoot'em-ups. It is basically ten pin bowling on a computer. I cannot comment on the realism factor as I am proud to say that I have



▼ **T.R.A.X.** T.R.A.X. is a fairly complicated fruit machine simulator. It will take quite some time to work out all of the various features in the game.

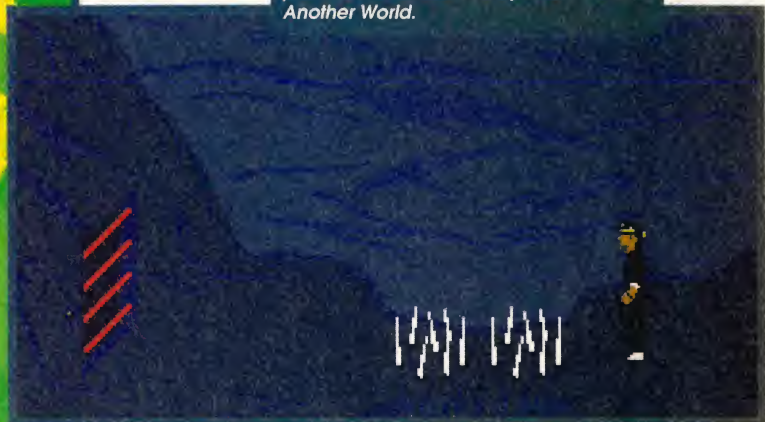


▼ **DONG:** You have to admit that the graphics in Dong are first class considering that it is only a humble PD game, but as we all know good graphics aren't everything.

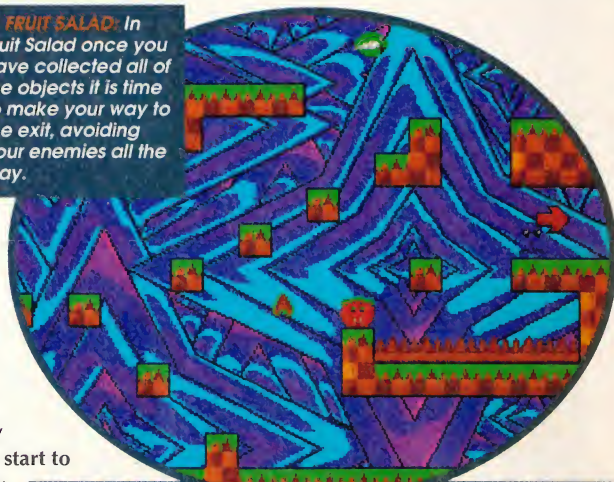
▼ **GOLF:** This is a pretty abysmal golf game even for PD. I mean, you have to make allowances in the quality department at this price but this is beyond a joke.



▼ **CAPTAIN BONUS:** Captain Bonus in Another World looks and plays like a poor man's version of Delphine's classic Another World.



▼ **FRUIT SALAD:** In Fruit Salad once you have collected all of the objects it is time to make your way to the exit, avoiding your enemies all the way.



never been ten pin bowling in my life and fully intend never to do so! All I can say is that this is darned good fun. If you were to take my advice you would send off for disk L/134 immediately.

Software Expressions have come up with a Tetris clone this month entitled *Tetren*. This is a one or two player game of, well, *Tetris*. Make complete lines and score points for it – there is little else you can say really. This is not staggeringly different to any other version of *Tetris* that has appeared but it is one of the better ones.

There are a few original ideas in there such as the playing area getting narrower on some levels. If you don't own a version of *Tetris* and want one there is no reason why it shouldn't be this. If you do decide on this one it is Disk Q243.

Obvious joke

On to the 17 Bit disks now. Disk 2516 is *Dong*, a rather dubiously-titled platform romp, in which you play a sort of mutant duck who must run, jump and spin his way through various levels. Despite the ever so slightly iffy title, there is nothing in *Dong* that could cause offence to anyone. I don't particularly like this type of game but I have to concede that it is pretty good for a PD release.

Disks 2494 A and B make up a golf simulation – called *Golf* funnily enough – and even not a particularly good one! The graphics are appalling and the gameplay is abysmal. Simply point the arrow in the general direction you want to hit the ball and press the spacebar a couple of times in the hope you hit it hard enough. This may be enough for some people but it certainly isn't for me.

Also from 17 Bit is *Captain Bonus in Another World*. The similarity with a certain other game doesn't just end with the title though – the same game and animation styles have also been employed, although the quality is nowhere near the same level as the Delphine classic.

This is a little rough around the edges, but if you can put up with the glaringly obvious flaws this is

quite an engrossing little game.

Last up from 17 Bit this month is their best effort, called *Fruit Salad*. This is a strange game in which you control the main character as he goes around the screen collecting objects and avoiding various terrifying enemies such as strawberries, oranges and plums. Strangely enough, it is really addictive and once you start to play it you will find it difficult to stop. Disk number 2499 and is well worth a look.

Finally for this month is *Fighting Warriors* from PD Soft. What we have here is very similar to a cut down version of *Streetfighter II*. Two sprites which look like characters from the famous game, battle it out against each other in a best of three contest. Each character has a variety of normal punches and kicks as well as special moves. This is actually executed quite a bit better than US Gold's effort and for this price is well worth getting hold of. Disk number 2864.

Well, that's it for this month. Join me as I take another stroll through the PD jungle in the next issue of Amiga Action.

• Steve McNally

▼ **FIGHTING WARRIORS:** It is blatantly obvious where the inspiration for *Fighting Warriors* comes from, but it is actually quite a bit better than the Amiga original!



▲ **FRUIT SALAD:** Not a bad little number from 17 Bit this month as you attempt to get into a summery mood by avoiding strawberries, plums and other fruits. What more can we say, really?!

CONTACTS

Deja Vu – 0942 495261

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- +M062 ...Random Access Art of Noise and more. Startling acid track
- +M080 ...Pet Shop Boys Manic mix
- +M081 ...Miami Vice Theme music remix
- +M084 ...The Wall Pink Floyd classic
- +M090 ...Led Zeppelin Stairway to Heaven etc.
- +M093 ...MC Hammer You Can't Touch This
- M094 ...Guns'n'Roses Heavy Metal Freaks
- M101 ...Magic Roundabout As it sounds!

GAMES

- +G005 ...All New Star Trek (2 drives) USS Enterprise classic. Best one
- +G010 ...Breakout Classic bat & ball game
- +G011 ...Blizzard Horizontal shoot-'em-up. High quality
- G013 ...Bullrun War-game, based on US Civil War. Control army
- +G014 ...Adventure Solutions (2 disks) Loads of hints of commercial games
- +G015 ...Crossfire (1 meg) Excellent game written in AMOS
- +G019 ...Dungeon Delver (2 disks) Difficult adventure quest
- +G021 ...Demolition Mission (1 meg) Similar to Balloonacy, good fun
- +G023 ...Electronic Train Set (1 meg) Construct own train set
- +G031 ...Gravattack Control spaceship. picking up keys
- +G043 ...Learn and Play 1 Good for the kids. Blackboard maths. etc.
- +G044 ...Learn & Play 2 More fun for the kids
- +G053 ...Mayhem Brilliant shoot-'em-up
- +G061 ...Pick up a puzzle (1 meg/2 disks) Fit the pieces. Good for the kids
- G062 ...3D Pool Control cue with mouse, and it's all pot luck!
- G063 ...Pacman The classic game still here
- +G065 ...Pixie Kingdom (2 disks) Tricky adventure game. Good
- +G071 ...Return to Earth (1 meg) Space adventure
- +G072 ...Star Trek : Next Generation Not as good as G005
- +G076 ...Star Fleet Addictive shoot em up
- G077 ...Seven Tiles Excellent speedball game from Alpha
- +G081 ...Trek Trivia Test your Star Trek knowledge
- +G084 ...Wet Beaver Tennis Simple, but good fun bat & ball game
- +G086 ...Wrathred One Good general knowledge quiz
- +G102 ...Simulation 1 (1 meg) Recommended. 5 games including Metro
- +G109 ...Wheel of Fortune TV Quiz, computerized
- +G124 ...Napoleonic Warfare High-quality simulation
- G129 ...Stock Market Speculate at no risk!
- G130 ...Battle Pong Table tennis game-good
- +G143 ...Card Shop Well presented card games
- +G148 ...Galactic Food Fight Blow up those burgers
- +G149 ...Raphaels Revenge Difficult platform adventure
- +G151 ...Hmmm That's not on the Syllabus AMOS adventure
- G152 ...Leaping Larry Jump onto elevators
- +G153 ...Growth Destroy an expanding brain
- +G155 ...Mission X Quality shoot-'em-up
- +G157 ...Quadrix Difficult puzzle game
- +G162 ...Storyland 2 Create a childrens adventure
- +G165 ...Super Skoda Challenge Car racing game
- +G170 ...Amos Cricket Owzat!
- +G171 ...Top Secret Quality platform game
- +G175 ...Whizz Wall NEW Wizard shooting game
- +G176 ...White Knight NEW Excellent shoot'em up game
- +G180 ...Tank Attack World War 2 Simulation+
- G181 ...Quick 'n' Silver Great platform game
- +G197 ...All rounder Cricket game
- G198 ...Snakes & Ladders Addictive classic
- +G204 ...Super League Manager Manage your own Soccer team+
- +G208 ...Grand Prix Simulator Excellent
- +G209 ...Games Galore Ten 14 excellent games
- G211 ...Croak Frogger clone
- +G214 ...Parachute Joust Try & catch a parachute
- +G215 ...Battlements Hunchback game
- +G217 ...Act of War Excellent strategy game
- +G218 ...Roulette Casino Classic
- +G219 ...Space Rescue Guide Spaceship through Terrain
- +G220 ...Sub Attack Also landmine + bomber
- +G221 ...Revenge of the mutant camel Shooting game
- +G222 ...Neighbours adventure (2 discs) Bring Paul Robinson to court
- +G223 ...Wizard Wars Graphics Adventure
- +G224 ...Stratigic Games 3 excellent games
- +G225 ...Addams Family Quiz Quiz on cult TV programme
- +G226 ...Dual 2 player shooting game
- +G227 ...Assassins 24 4 games including 3D Maze
- +G230 ...Assassins 27 Addictive card games
- +G231 ...Assassins 28 These include Dr Mario, Invaders 2 & Mad Bomber 2
- +G240 ...Assassins 37 Ghost Ship. Claktris etc
- +G241 ...Assassins 38 1 on 1 baldy & transplant
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PD houses come and go, but one which is doing nicely is 17 Bit Software...

BY: NICK MERRITT

one bit BETTER



▲ The 17 Bit squad: Rob, Marcus and Nicky.

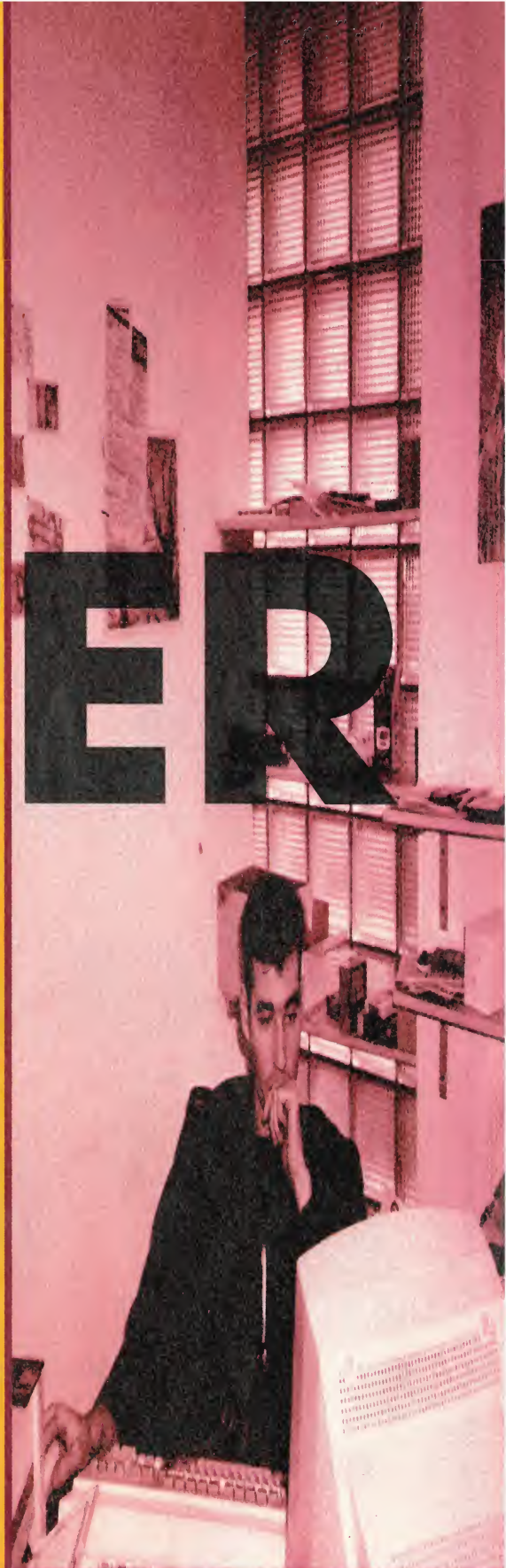
Public Domain is a strange scene at the best of times. Small companies start up and go bust with all the regularity of a watch battery going flat. All one ever hears about are viruses and rubbish software. So it's reassuring that at least one PD company is making an effort to improve the quality of PD and provide a high level of customer service. That company is of course 17 Bit Software.

We like to think that on the Amiga Action team, we operate at the cutting edge of current computer technology, so having decided that using a telephone or fax machine was a bit 20th Century for a 21st Century magazine, we fired up the modem and hooked into 17 Bit's Bulletin board. 17 Bit's Marcus Wilson was kind enough to spend an afternoon helping me rack up the company's phone bill, all in the interests of journalism of course.

17 Bit was founded early in 1988, just after the Atari ST started to make some serious waves in the fledgling 16-bit market. Like many PD start-ups, it had a pretty ropery catalogue of titles, with just over 200 in stock and many of these being of rather low quality.

When the Amiga came onto the scene, things started to take off. Marcus told us: "With commercial software prices being so high, we found that more and more users were turning to PD as an alternative to the higher priced stuff."

The great thing was that it wasn't just Amiga gamers who caught onto the PD scene. PD has



▶ one bit BETTER



been a fertile breeding ground for many a games programmer and as people got more familiar with their Amigas and got used to the operating system, higher quality stuff started to roll in.

However, this doesn't mean everything that is sent in is good. Marcus was happy to admit this was the case: "It got to the stage about a year back when we were getting just too much sent in for inclusion. It was then we decided to have a quality control method of accepting disks for the library – some method of not including the crap (which other libraries STILL do!). Our reputation really began to rocket then!"

Anyone who's been into PD in any depth will know all about the graphic demos everyone seems to do all the time. So how does a PD house decide if something is good or not?

"Sometimes it is incredibly difficult to decide what should actually get included, but as general rule, anything that has been done to death won't get included. You get a general feel for what you should be looking for after a while." Perhaps this is a rule other PD houses should have a serious think about.

Still, something that I'm sure that many people have wondered is how PD houses make any money when the prices of the disks and software is so low. Marcus told us: "Yes, that's something I still ask myself, and when you see new libraries starting up, I often wonder to myself if they really know what they are letting themselves in for! At the moment we are really busy (touch wood), but when you consider that there are advertisements to pay for, staff wages, postage, disks etc, you ruddy well have to be!"

"Because we are mainly a family business anyway, it pays our wages so we get a good living from it. During the summer months however, PD libraries have got to be vigilant about their overheads, as summertime sees many a small PD house biting the dust."

The summer is (unfortunately as far as the home computer industry is concerned) a bit of a graveyard period. When kids should be indoors unhealthily waggling their joysticks and buying mags like Amiga Action and PD stuff, instead there is this tendency to go outdoors and play in the sun. Marcus agrees:

"That's the real test. Get through the summer and you must be doing something right!"

Something else which might have been worrying the PD houses was the growth in the console market. As everyone knows, consoles and PD don't mix as consoles only take cartridges.

However, Marcus seemed pretty relaxed about it all: "Naa, they don't worry us. Games at £40.00 a throw means that the mums and dads will soon get pissed off shelling out for something their kids are only going to play for a fortnight. I mean, the consoles are, fair enough, good games machines but games machines are getting a bad press. It's much safer with an Amiga! That way, you can con your kids with the educational thing too."

That reminded me of how I'd convinced my parents that buying my first computer, a 16K Spectrum, was a good move. However, my mental wanderings weren't enough to deflect Marcus from his own ruminations:

"Consoles have their market for the time being, but if the prices don't shift I can see the Amiga taking them over!"

Well, I wish I could share his optimism on that score, but that all depends on how the A1200 does. Marcus was very optimistic about the A1200: "It is an

awesome machine and is capable of lots more than anything else in its range. We are expecting very good things from the A1200 in the near future."

So have 17 Bit had any A1200 stuff in yet from people?

"As yet, we only seem to be getting artwork that flaunts the new chipset. We've one or two A1200 demos sent in, but really, they were unbelievable cack! Some of them are only considered to be A1200-specific because they use colour cycling, but to me, that's not really



▲ Marcus attempts to communicate with the world.



"Consoles have their market...but if the prices d

pushing the machine."

Since we were discussing the future of the Amiga PD scene, it seemed silly not to talk about the other Big Thing lurking on the horizon. This of course is Amiga CD-ROM. We all know that software companies are getting excited about it (and from the projected prices of the things, who can blame them?). Assuming then that everyone does eventually end up with a CD drive attached to their machines, isn't this going to affect PD houses who specialise in disk-based software just a little bit?

17 Bit is dealing with this possibility in several ways. One is that they're also selling minor bits of hardware like RAMs, drives, mice and the like. Marcus told me about the other:

"We tend to specialise in back catalogue stuff, which tends to sell really well to new users (of course, it's all new stuff to them).

"However, most of our European and Worldwide distributors are currently waiting for the release of our double CD, which contains around 1600 of our best disks, all for a mere £40!"

So when is this going to hit the shelves?

"April the 16th is the firmest date I have. We had one or two minor setbacks with the artwork and mastering, but the intro screen and menu selector is way better than Commodore's Welcome disk! It's going to be the first CD with over one gigabyte of data on it!"

With one Gb of data on it, it must contain 17 Bit's entire back catalogue:

"Just about. For obvious reasons some material had to be withdrawn due to possible copyright infringements. Our last PD floppy was number 2500 and the CD includes disks up to number 2300 so it won't be that far behind!"

I wanted to know what would be on this



CD masterpiece. Marcus was happy to tell me and plug the product a bit more:

"Just about everything you can think of has been included. Whether you want a spreadsheet for your home accounts, a pools predictor or a dead good game, it'll all be there!"

Amiga Action, naturally, will be reviewing a copy of these disks just as soon as 17 Bit drop them in the post to us.

Anyway, the day was drawing to an end and our accounts staff were starting to look a bit concerned about the potential effect the phone bill might have on our profitability for the next decade, so it was time for me to thank 17 Bit and logoff. Well, it beats those drawn out goodbyes you get when you're on the phone anyway!

PD seems to be a scene with a bit of life left in it still, which is reassuring for all of us who appreciate the fine work it has done for the Amiga scene. If Marcus is justified in his confidence that the Amiga can beat off the threat of the consoles and strengthen its position as the only proper home computer, we can expect 17 Bit and PD houses like it to be around for a lot longer. **AA**



n't shift I can see the Amiga taking them over!"

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If it's sheer performance you require though, none can better the no nonsense top-of-the-range Super Pro ZipStik – one of the most popular on the market, and probably the reviewers' favourite. And because we love you so, we're just dying to give TWENTY SUPER PRO ZIPSTIKS to 20 lucky people.

With a sleek black heavy duty case and bright yellow trim, the ZipStik is renowned for its durability and robustness. Featuring single shot, rapid burst, and mega blast continuous fire, its high precision micro switches ensure ultimate control in any game. (In other words, it makes those killing frenzies all the more pleasureable!)

The Super Pro ZipStik is manufactured in the UK by Powerplay. It's built to survive the rigorous demands of today's tough and frantic gameplay and is virtually a neccessity for all gamers, and all you have to do to get your hands on one is... write a poem!

Yes that's right – no taxing or silly questions to answer here – simply complete the ZipStik-related limerick in a jovial and humorous manner and send your entries to us by the date below, the best 20 (in our opinion) winning a ZipStik. The F-word and phallic entendres will probably give us all a right chuckle, shallow creatures that we are, but it won't win you

any prizes as the winning entry will be printed and we'd have an army of chagrined mothers on the phone. Get them in by July 2nd or we'll jolly well throw them at Paul Roundell.

The Editor's decision is absolutely final 'cos he says so! And no employees of Europress Interactive or Powerplay can enter this fine competition. So there.

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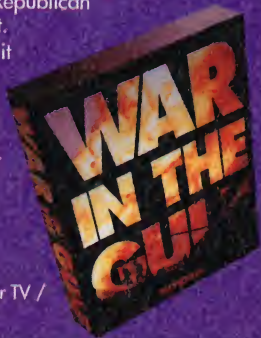
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This is the brand new, long awaited sequel to the award-winning *Team Yankee* and *Pacific Islands*. It's 1995 and the Iraqi Republican Guard have overrun the oilfields of Northern Kuwait.

War in the Gulf follows the fortunes of a crack unit of M1 tanks as the action unfolds. There are 25 battlefields, which can be viewed from four different perspectives.

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1Mb required, 500, 500+, 600, 600HD, 1000, 2000, colour TV / monitor, keyboard and mouse, joystick.



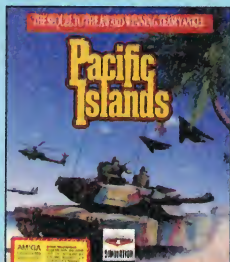
Pacific Islands

Only £24.99

In this award-winning strategy, disaffected renegade Soviet communists backed by North Korea have invaded the Pacific atoll of Yama Yama.

It is your job to command four tank units to retake all five islands on Yama Yama. *Pacific Islands* involves multiple objectives. As well as winning individual battles you have to think about funding your campaign, destroying enemy communication facilities and trying to spot opposition scouts before they give your position away.

Amiga 500, 500+, 600, 600HD, 1000, 1200, 1500 or 2000 with 512k RAM. Workbench 1.2 or higher, mouse & keyboard compatible, joystick optional.



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Ever wondered how the cheese plant got its name? Ever doubted the colour of Robert Redford's hair? Sorry mate – you're in the wrong department, but come in, come in...



CYBERRACE

Cyberdreams follow up the acclaimed Dark Seed with this super-playable space age racer. It's gonna be a winner...

p62



OVERDRIVE

There's no escaping Team 17 in this issue. This is their answer to Nitro in the ever popular market of the racing game.

p66



INTERNATIONAL OPEN GOLF CHAMPIONSHIP

Ocean claim this is the game you A1200 owners have been waiting for. We reckon the rest of you should be chuffed with it too – it's set to take the golfing sim world by storm.

p64

Contacts

Cyberdreams: 071 584 6960

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PREVIEW



CYBER

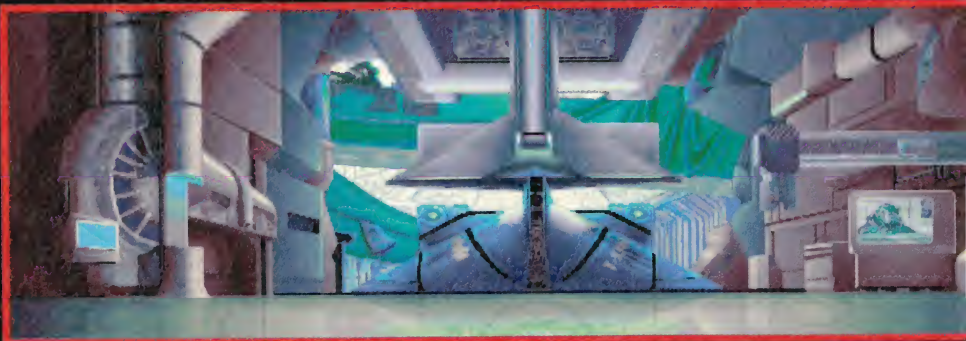
Wake up to Cyberdreams's voyage into the world of space racing...

With glossy memories of *Dark Seed* still vividly in the mind, Cyberdreams's next offering is once again inspired by a backstage Hollywood great.

Syd Mead, designer and futurist who has had involvement in *Blade Runner*, *Tron*, *Aliens* and *Star Trek: The Motion Picture*, is assisting in the creation of *CyberRace*.

Set some time in the future, *CyberRace* is tagged as 'a revolutionary 3D combat and racing simulation'. What this means is a dash or crash blast on a racing circuit with mountains of action. Utilising all the Amiga's abilities, be assured of some frantic finger-aching fun.

Mead explains how it all began: "The idea for *CyberRace* was started with a fascination by Cyberdreams's President Patrick Ketchum regarding a certain illustration I'd done several years ago... It was the scene of an enormous ball in space inside of which was this elaborate



network of expressways... This became the pictorial and story basis for the start up of the *CyberRace* production schedule."

"The whole idea of blind speed," he continues, "is a very fascinating subject. If you drop this kind of attachment to speed and representation of speed into a game where you

can enter into controlling that and in a game contest format, I can't imagine a better way of keeping someone's attention engaged. And then you add a strong story base behind that and I think you've got a very powerful idea."

Although details of the story and plot are sketchy at the moment, I do know that you play the part of Clay Shaw and must race on the cybertrack for the Terran Empire. It's all got something to do with the galaxy being screwed up and this is the best way to solve the various crises.

Mead explains that he was asked to design the racing vehicles from his



▲ A gaggle of weird and creepy creatures sit around pretending to know what's going on. They're in for a shock when I win!





RACE



◀ In the hangar, your ship is preparing to blast off. Are you ready for the thrills, excitement and insurance claims?



▲ Standing on the podium... And I'm the winner! Pretty easy really, I'm obviously the best, most good-looking and all-round wondrous racer in the universe.

"The whole CyberRace package is influenced by Mead"

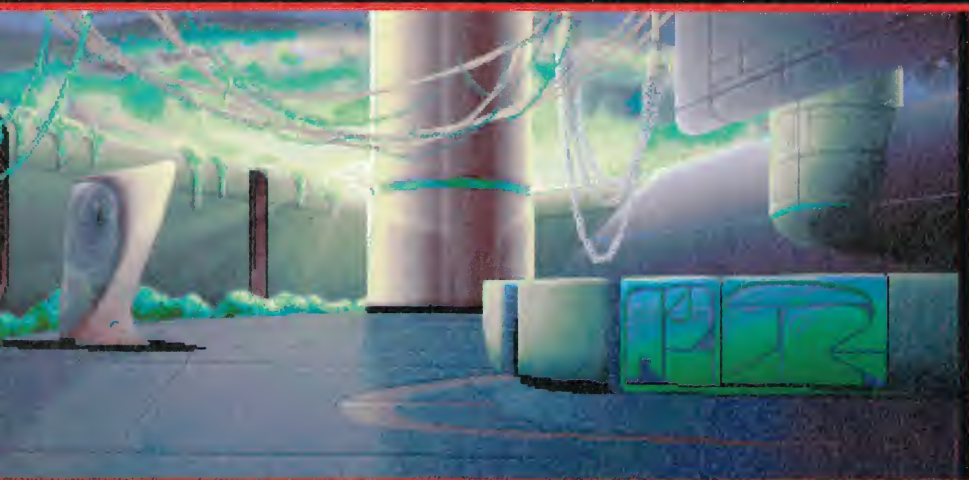
original illustration. Since he'd never before considered the 3D appearance of the vehicles, the challenge was irresistible!

In fact, the whole *CyberRace* package is influenced by Mead in one way or another. Even the box the game will come in has been shaped by Mead to give it more dimension on the shelves. And then there will be the bonus of a free collectable model of one of the vehicles featured in the game!

Mead's open-minded and ambitious

approach to the development of *CyberRace* will surely mean it's destined for great things.

As Syd Mead says: "Designing *CyberRace* is another expression of my desire to participate in the future. Vehicles and racing have always been a fascination for me, so I have enjoyed being involved in a technological achievement like *CyberRace*." As the man himself says about computers and technology, they "...provide unlimited access to the results of our own imaginations."



PROJECT: CyberRace

HOUSE: Cyberdreams RELEASE: June '93

TEAM: In-House PRICE: £TBA

COMMENTS: Early impressions are looking promising. Plenty of time and resources are being put into *CyberRace* and I have little doubt that the result will be worth it. Cyberdreams are in this market to produce quality products and, after the success of *Dark Seed*, I don't see any reason why, with *CyberRace*, their rapidly growing reputation should be jeopardised. Let's hope my expectations are fulfilled.

INSPECTED BY: Alan

▼ The level of detail is second to none and the fluency of the main golfer's sprite is excellent.



When one hears the name Ocean mentioned, several words may automatically spring to mind. Platform... licence... shoot'em-up... film stars... bucket and spade (WHAT? - Ed.) are just a few. Something that certainly would not appear in my mind is the phrase 'sports sim'. All that's about to change though, with the imminent arrival of *International Open Golf Championship*.

IOGC is the project of St. Helens-based

▼ Practice mode gives the option to play anywhere on any course.



"This may turn out to be the greatest golf sim ever on the Amiga"

trio Tony Brady, Dave Harrison and Martin Lyons. Already completed on the PC, it will first hit the Amiga market in A1200-specific form (about time something was!) with standard versions to follow soon afterwards.

When asked about the game's utilisation of the advanced features of the A1200 (after one or two slightly disappointing "enhanced" versions recently) Tony was enthusiastic:

"It's virtually a direct port over from the PC. In fact, since we're still working on the Amiga [1200] version, we have managed to add a little depth to the backgrounds. The only thing missing that the PC version has, is the Gouraud shading from the contours of the greens".

Undoubtedly the most visually impressive golf sim on the Amiga at the moment is Grandslam's *Nick Faldo's*. The three were quick to agree, although all were of the mind that its tricky playability prevents it from being a truly great game.

"You can see for yourself that the graphics on this are several notches above even the next best Amiga offering," declared Tony.

INTERNATIONAL GOLF CHAMP



There's still a fair way to go, but Ocean's mega golf'em-up is making its way down.



▼ Perspective can be altered by clicking on the arrows, and the sprite can be toggled on and off.





▲ Careful judgement is needed when embedded amongst the palm trees.

"That's not enough though," he continued. "Look at *Links* on the PC – it's amazing to look at, but the playability just isn't there. The Americans tend to take gaming more seriously than us – almost to the point where their games are no longer games, but deadly accurate representations of the real thing!"

As regards the speed of the game on the A1200, Tony explained that this was something which they were still improving. The version I saw was running at a rate no slower than the other offerings on the shelves, but apparently the three are still not entirely happy, and will continue to improve this until they are satisfied.

Sporting 256 colours as it does, it's very likely that the A1200 version will have the



option to toggle between these and a more basic 32 colours, offering even more speed and playability at the expense of some detail.

Three courses are included – Pringle Links, Ocean Point and Nevada Desert. All are based on real international courses despite the fictitious names.

The playing options are what you would expect to find in most golf sims – strokeplay, matchplay, skins etc. and players can compete

at three difficulty settings, enabling skilled players and novices to challenge each other on more or less level terms.

In a neat and seemingly excellent twist, the stroke bar has been replaced by crosshairs, which can be placed on any part of the ball to give far more control over the shot. Again, Tony explained that this method will draw the players further into the game, as hook, fade, draw and the rest can now all be planned, instead of executed mainly by on the hoof guesswork.

A helicopter-style fly-by hole or course preview is to be included, and another feature is the option to preview a shot before it is actually played (i.e. once lined up, the computer gives a fly-by of the trajectory of the ball, assuming perfect wind and ground conditions of course).

In amateur mode, the crosshairs change colour when a viable place on the ball is selected, thus eliminating the possibility of a bad or missed shot.

Various camera angles of each shot are available, not unlike *Microprose Golf*. Mulligan's (the option to retake a shot) are operational in amateur mode and all shots can be replayed.

Putting seems to be quite standard at the moment, although the option to toggle off the golfer sprite at any time gives better visibility, especially for close shots.

If the level of quality on display so far is carried throughout the game you may very well have just read a preview of the greatest golf sim ever for the Amiga. Find out for sure in next month's review.

AL OPEN PIONSHIP



▲ Very precise shots can be planned with the "non-swingometer", but power control is a little limited with just the four options.

PROJECT:	International Open Golf Championship		
HOUSE:	Ocean	RELEASE:	TBA
TEAM:	Tony Brady, Dave Harrison, Martin Lyons		PRICE: \$TBA
COMMENTS:	I'm a big fan of golf sims, and could probably find something good to say about even the most dire effort. IOGC looks superb at this stage and seems set to put a broad smile on the face of impatient A1200 owners. The graphics and playability will ensure a wide audience, and although the standard 32 colour version can't be as good, it should still deliver a hefty blow to MicroProse and Grandslam.		
INSPECTED BY:	Paul		

▼ Ever wanted to drive an F1 car? Well now's your chance but don't expect to see Senna or Prost on your travels.



▼ The icy land makes driving dangerous and treacherous. Make sure you've got a decent set of tyres beneath you.



OVERDRIVE

Overhead racing games are nothing new. *Super Sprint* started the craze and it wasn't long before others followed. (Do you remember the arcade version of *Super Sprint* where four of you had to spin the steering wheels madly in your own little cluster of chaos!). This was quite a few years ago and still they come; now Team 17 roar into this scene, searching for a piece of the action.

So what's new about *Overdrive*? Well, for a start, it's by a publisher who knows the meaning of the word 'quality'. Consequently, *Overdrive* is one of the fastest racers you'll see, ranking alongside the powered-up cars in Ubi Soft's *Jupiter's Masterdrive*.

Also featured in *Overdrive* are on-track bonuses and power-ups that enhance your car into something particularly special. By the way, this game is going to be pure speed with no gameplay 'hindrances' such as having to refuel.

There will be 50Hz update on all on-screen vehicles, a choice of five different vehicles and a total of five terrains to rush over (including a Formula One track, ice mountains, dusty roads, 4x4 arena and city streets). The race takes place over circuits and isn't a

Driven from space to the racetrack, Team 17 show they've got the Mansell bug.



beginning to end track like the situation in Psygnosis's *Nitro*.

Now this is where I have a problem with *Overdrive*! I'm an immensely big fan of *Nitro* and adored the three player option. Unfortunately, due to 'technical reasons',

Overdrive will only be one player or two player via serial link.

Collect the power-ups and try to avoid oil slicks and various objects obstructing your path.



Although *Nitro* is not quite as fast and the scrolling did occasionally jerk, I feel the lack of a single machine multi-player option could leave *Overdrive* trailing behind Psygnosis's little tearaway. Developing the game are Psionic Systems whose past alliance with Team 17 was with *Assassin*. I'm confident that this turnaround from producing a platform game to a racing game should be no problem.

Anyway, we hope to be able to review *Overdrive* in the next issue of *Amiga Action*.

"This will be one of the fastest racing games you'll see."



PROJECT:	Overdrive		
HOUSE:	Team 17	RELEASE:	July '93
TEAM:	Psionic Systems	PRICE:	£25.99
COMMENTS:	Destined to be a fast, highly playable racing game of the highest calibre, <i>Overdrive</i> is likely to be every speed demon's dream. It contains everything except a decent multi-player option which could hold it back when coming face to face with Psygnosis's aged but mature <i>Nitro</i> . Generally speaking however, as a one player game, you're going to be hard pushed to find anything that much better.		
INSPECTED BY:	Alan		

FOOTBALL TACTICIAN 2

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Widely accepted as the most accurate football simulation available. FOOTBALL TACTICIAN 2 has taken the strategy scene by storm.

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- **Most accurate teams:** 20-player squads updated EVERY WEEK! If your game still lists Des Walker at Forest or Eric Cantona at Leeds, then it isn't Football Tactician!
- **Largest results database:** 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out.
- **Largest ever recording options:** 36 matches always recorded IN FULL for instant full-scale replay, plus selected REAL matches that actually took place in real life.
- **First ever referee involvement:** true to life behaviour. Beware of adopting 'rough tactics' when Jim Parker is in charge! The message is clear: know your refs.
- **Fastest ever setting-up time:** initial start-up in less than two seconds, thanks to 900K of super-fast machine code. Smoothness of action is FT2's hallmark.
- **Most accurate editor:** built-in intuitive editor capable of entering new players and fine-tuning all parameters. Essential for the serious user.
- **First ever simulation capable of replaying REAL matches** (ex: the Leeds-Rangers clash in the European Cup).
- **First ever Scottish only simulation:** FT2 Scotland now available separately.

FOOTBALL TACTICIAN is the first ever management game that includes strategy as an integral part of a successful campaign. Team selection, needless to say, remains a critical element. But the BIG innovation is your involvement during the match: for the first time ever, you will as a manager, be able to alter your strategy: choose a defensive or offensive system, mark certain opponents, drop back some of your players if the pressure is tough, decide exactly when substitutions should be made, play the off-side trap, go for quick counters, etc... With full on-screen commentary and minute-by-minute feed-back, you're as involved in the match as any of your players! You will soon realise that this is no ordinary soccer manager. THIS is the REAL THING. You're in charge. You manage your side before and during the match. Nothing is left to chance. Can you rise to the challenge? Try FOOTBALL TACTICIAN and prepare yourself for the ultimate football experience.

New Features include:

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- **900 players** accurately and meticulously named, plus accurate European players.
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When we heard the greatest bug-eyed hero since Lloyd Webber was in town, we leapt at the chance of an interview. For the very first time, Superfrog reveals all about his loves, life and more...

BY: AA TEAM

Nick's question time

Q1 Being a superhero, when you and the other superlads get together, what do you talk about? And is Wonderwoman really as dumb as they say?

"Us Superhero types usually get together to discuss obvious superhero things like where to buy the best superhero tights and discuss powers and so on. I consider it a sham that most superheroes get nifty tights to wear and I have to suffice with my moist skin.

"I suppose if I'd been involved with someone other than that tight bunch at Team 17, I'd have been given them – a nice striking pair of burgundy ones would have been just right.

"I've never met Wonderwoman and I don't believe I will, although the chance to meet her would have obviously been nice. As for her brain-count, it could never have been that high with that ridiculous theme tune and terrible superhero suit. Even Condom-man was better... sorry, I think it was Condorman... erm, well, maybe I was right first time."

Q2. I notice that you are Green. How seriously, if at all, do you take the problems the world is experiencing?

"To be honest, as Superfrog and with all the dangers that surround me, I don't really consider the world. At least I don't smoke and would advise all others to stop now before it's too late. As for the Ozone, I'm not so sure about that – I mean is it after the bonus stage or after the Jungle Zone? I don't think Sonic or Zool had an Ozone, did they?"

Q3. Obviously, you can't be at the scene of every crisis. If you had one word of advice to give someone about to jump out of a window, what would it be?

"Jump. But don't blame me if you only break your legs. Serves them right, nothing and I mean nothing should make people do silly things like that."

Q4. What the heck makes you so happy that you're always ruddy well smiling?

"Now that IS personal. If you knew, believe me, you would be smiling too!"

Q5. If you could give your super powers to anyone else in the world, who would it be and why?

"Hmm, interesting question. I think it would have to be any fox in a foxhunt because, for once, I'd like to see the fox really have fun!"

Paul's pestering

Q1. I don't want to put a dampener on things Superfrog, but let's be honest – you are just a computer generated image with no actual bodily substance whatsoever. Don't you find this just a little bit limiting in your day-to-day life?

"Do I find it limiting? Is a frog's arse water-tight? Of course! What do you expect – there I am on a night out with my mates, I get lucky and then bingo... no

bodily substance and I have to call it a night. Now wouldn't YOU consider it limiting?"

Q2. This is a really contrived link but I'm going to use it anyway. Frogs eat flies as we know so if you could be a fly on any wall, whose wall would it be and why?

"Well for a start, I don't consider a fly as an adequate meal, I prefer chicken burgers from a Kentucky but I won't spoil your rather eccentric link. If I could be a fly on the wall, it would be on the Superfrog design team; I'd love to know what they plan to do with me next, if anything... sniffle..."

Q3. Personally, I find frogs a bit disgusting – I mean, they're all slimy and everything. How do you think you will be received by the public, compared to other heroes such as Sonic, Zool and the rest?

"Of course the difference with me is that more people like me, especially the women, and that counts for a lot. Parents trust me because I'm green (and therefore environmentally friendly) and non-violent (to a certain degree).

"Being moist isn't necessarily a bad thing, I can think of a few things which are moist which I quite like. (! – Ed.)

"I'm not a big fan of Sonic, he's just a wide-boy speeding about and pretending to be cool. He's got no real street cred. As for Zool, I don't really like him because he just doesn't do anything for the babes and I worry about him spending so much time sucking lollies."

Q4. When you're not jumping on trampolines and suffering sharp spikes in the botty, how do you like to spend your spare time?

"Like most of my friends, I spend all my spare time in bed or in the pub, although not in that particular order. I like to play other games and flirt with the girls, even both at the same time."

Q5. You're obviously quite clever... for a frog. Did you go to school, and if so, what subjects were you good at?

"Actually, I found school ribbiting and it wasn't long before I leapt to the top of the class. I liked sports best, though, purely because I'm a pretty athletic guy. I liked Frog-ball, the Toad-Jump and other such events as the five metre leap."

SUPERFRO

superhero

superst

"It was always obvious to my tutors, though, that sooner or later I'd work out as a likely fairytale hero-type and I eventually got the necessary results and attended college in Hero Apprentice studies. I passed first time and got lucky at Team 17. The rest is history as they say."

Alan's interrogation

Q1. Firstly, this is something I'm really like to know. How do you make your eyebrows levitate above your head? Is this something everyone can do with practice?

"Well actually Bunky, erm – can I call you Bunky? Good, I like to keep things on a personal basis. Being a Superfrog, I'm gifted with Super Eyebrows which, as you so perfectly observed, are able to float a little above my head.

"Actually, to be honest Bunky, they're a right pain in the frog-hole because if any Nasty manages to clip my eyebrows then I cop it as well.

"I don't know about anyone else being able to do it with practice but I've just been in the Elephant and Castle and there was someone doing something similar – although I think that was simply down to the number of pints of John Smith's they'd consumed."

Q2. Let's face it Superfrog – when you reach the princess, she isn't going to be interested in a slimy green amphibian from a stagnant river. Anyway, aren't frogs supposed to go for domineering pigs with a bit of an attitude? Whatever... Please tell us what it is, in fact, that you're looking for in your ideal partner?

"Ohh Bunky, girls just adore me; their eyes go dewy, their other regions quiver and as for the best bits – ah, it's best left to your imagination.

"And as for being slimy and horrible as you say, well, it never hurt Rod Stewart did it – just look at the babe he's got!

"Let's face it, us frogs go for what's available. I mean, I wouldn't turn down anything if it was offered, if you know what I mean, and I'm sure that you do!"

Q3. Talking about Kermit and things, what TV shows will you be appearing on and what do you intend preaching to your millions of fans?

"Don't and I mean DON'T mention that overpaid, greasy bloody Yank in front of me! Any 'Fib that takes a shine to an overweight pig isn't fit to grace the riverbank. I'm sorry if I sound bitter, it's just that I think Kermit is overrated and basically very irritating.

"I'm shortly to appear on GMTV although I never really watch it – I prefer The Big Breakfast... but remember – don't phone, it's just for fun! I might get a break on GamesMaster but I must confess to never catching it."

Q4. After your recent adventures, you'll be ready for a long vacation. Where would you like to go and what would you like to see?

"If I could get time off, and it's a very big if as that Team 17 lot work right around the clock, I think I'd like to go to Hollywood and show them all what a real frog character is. I'd like to see a few of the big Hollywood glamour-pusses and get intimate photos taken with them. You'll have worked out exactly why my eyebrows float above my head..."

Q5. Do you know any corny frog jokes that we'll actually find amusing?

"Erm, how about this Bunky... What's green and smells of pork? Answer - Kermit's kn..." Well, I think that's enough of this banter!

It sounds to us that the frog should dispense with his cloak and put on a tatty overcoat, the dirty old crone! If you have anything you'd like to ask Superfrog, drop us a line and we'll pass on your questions. All answers will be printed in the next issue. Remember, for all the celebrity interviews, Amiga Action's where they're at!

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NDLE



Conrad Hart discovered that certain humans were not what they seemed. In his struggle to inform the authorities, he has the memory of his discovery wiped. Amiga Action therefore helps Conrad out, and cracks Flashback!

STAGE ONE – The jungle

Waking up in the jungle, your first task is to familiarise yourself with the controls. There is a combination of manoeuvres that require attention, namely dropping down while pulling the gun, a running roll and jumping to a higher platform. Consult the manual for exact moves.

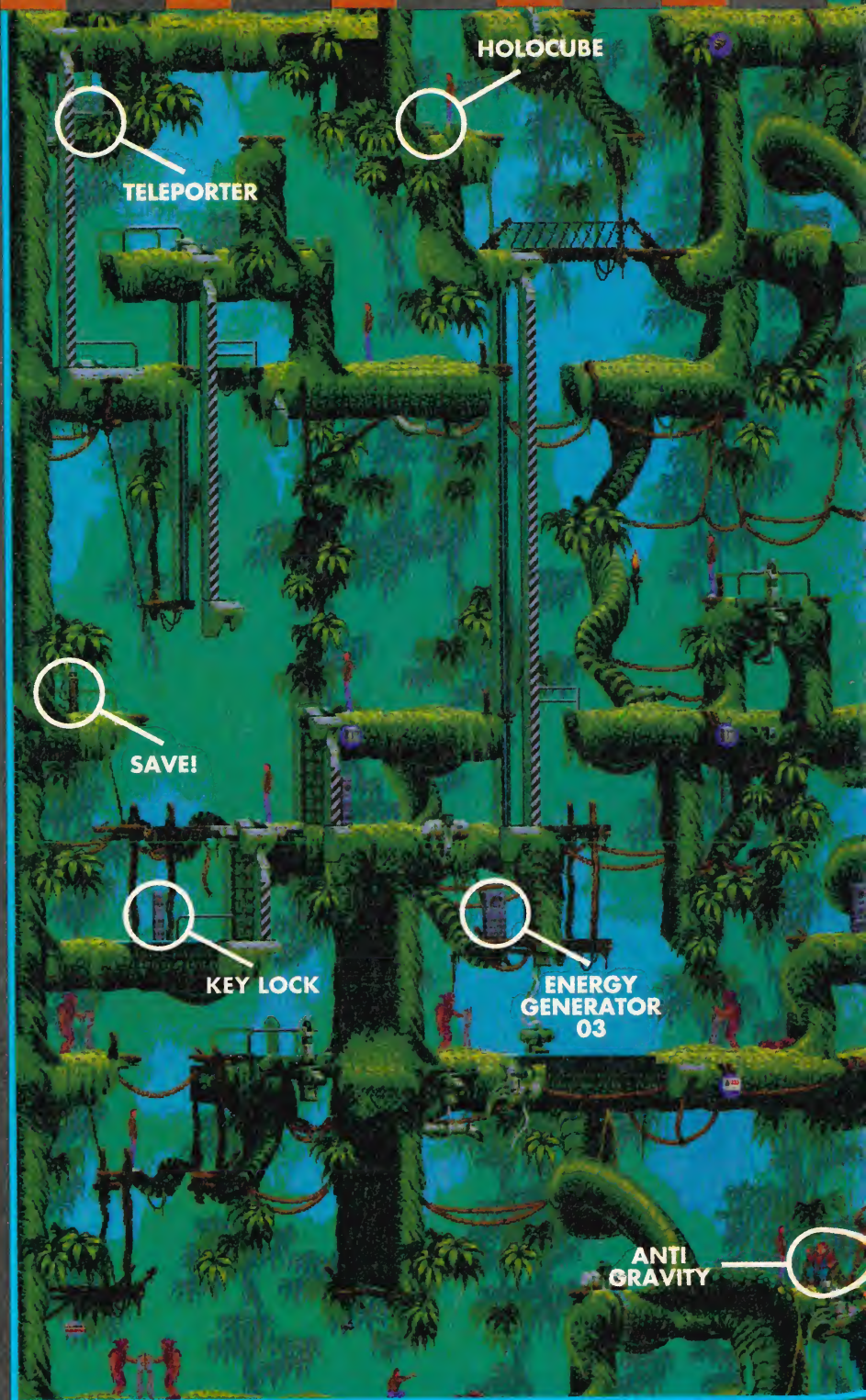
To conquer the jungle, drop down and pick up the Holocube, a timely reminder of your existence, then climb back up and head for the Cartridge. The robot in your way provides no real problem, just draw your gun and wait for the antenna to protrude before firing. Your first guard is simple enough to kill and will reveal the Cartridge on the floor. Pick up and charge in Energy Generator 01.

If you have lost any shield during your first conflict then now is the time to recharge. Simply highlight the item, stand in front of the unit and press the USE function. Work your way across to the cartridge lock and insert the charged cartridge in the device. The bridge will activate and a robot will advance. Destroy it.

Take the lift up to the platform containing the Telecontroller by leaving the stone on the triggering plate. By removing the stone you should be able to take the lower lift to a save point which will allow a restart from that position. Now it is time to exchange the Telecontroller for an ID card that allows some locked doors to be opened. By climbing up onto the gantry next to the Energy Generator 01 and tripping the lift plates, you will now be able to make it to the wounded man. He will then make the swap.

Move back down now and towards the energy bridge and cross over to drop down the lift shaft to confront the two guards. The right guard will always shoot the left one so keep this in mind when in combat. Switch off the energy trap and jump over the triggering plate. Pick up the key and grab the 500 credits. The trigger next to the Energy Generator will engage the two laser turrets on the previous screen which can be dodged by timing the climb and rolling away.

Working your way back to below the save point will allow the use of the key to open the door. Jump down, shoot the two guards and go see the old man. By handing over the 500 credits you will be given the Anti Gravity Belt and a chance to progress to the next level.





FLASHBACK

FLASHBACK



HOLOGRAM
Discover exactly what you are doing on this backwater planet.



KEY
Open most key-locked doors you might come across.

TELEPORT
Exchange this for the ID card, with the wounded man.



ID CARD
Opens card-locked doors and gets the Work Permit later in the game.

CART
Charge then insert in the lock to bridge the gap!

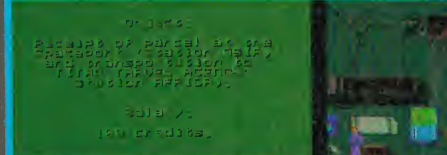
BELT
Jump off the ledge and be saved by this handy piece of design.



CREDITS
You will need 500 to make the transaction with the Old Man.



BELT
Engaging the device stops the terminal fall just in the nick of time. The danger now builds as you access the next chapter.

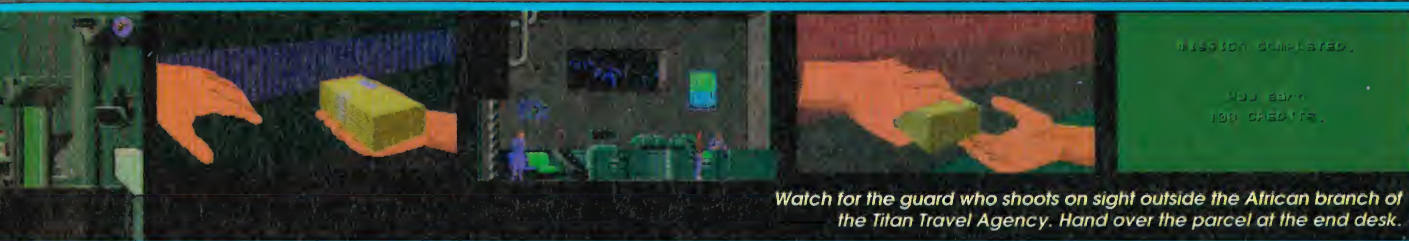


MISSION 1

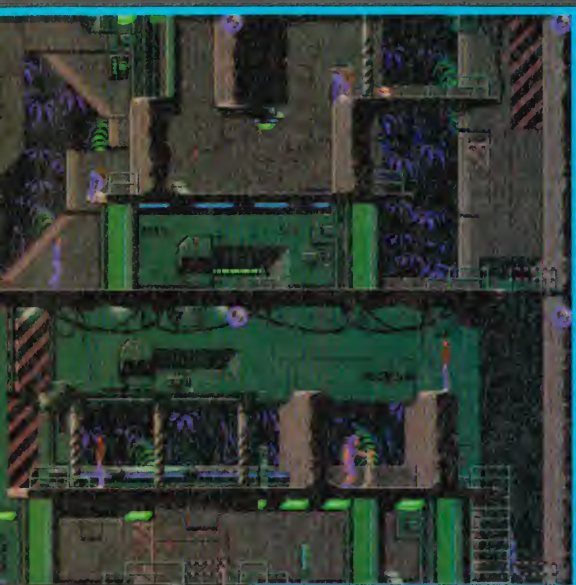


MISSION 2

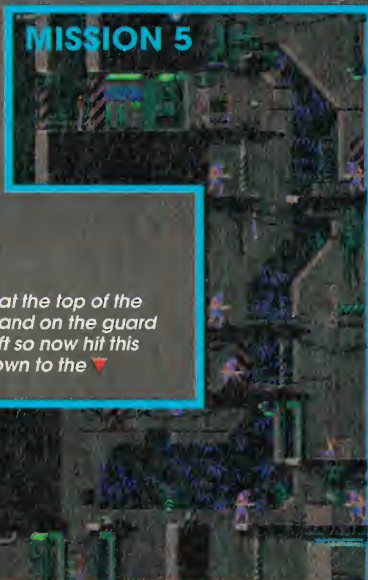
This really is quite simple. Keep in mind that the VIP will wander off while you climb around tripping the gates and opening doors. The far left room introduces you to the power globe which emits a current drawing off your shield. They can only be killed in the upright position. This far room also contains the key to open the only key lock. On completion you are teleported back to the job centre and this is a good point to save any progress you've made.



Watch for the guard who shoots on sight outside the African branch of the Titan Travel Agency. Hand over the parcel at the end desk.



You must eliminate the Cyborg. Go to America and speak to the drunk at the bar. He will tell you of the Police connection and of a rendezvous in Restricted Area 1. Go there to make a deal. Behind the bar a guard will attack you from behind so ready with the gun! The man you meet now informs you that the Cyborg is below in the den and you can obtain the key from the Policeman back in Restricted Area 1. Needless to say, the Policeman is not so cooperative this time and the resulting battle will provide the key for the base. If you have a low shield go back to the job centre and recharge. Insert the key back in the bar and save the game. There will be a couple of characters to kill here. The trick is to roll when the enemy teleports and shoot just once, rolling again when they advance on you.



The entrance to the Restricted Area 3 is the at the top of the lift in Europa. Immediately jump far right to land on the guard to the right. He will shoot the guard to the left so now hit this guard over the head with your gun. Drop down to the



► next two guards using the shield to block any shots. Take the key. Keep working down, remembering that two guards standing together will shoot each other at the slightest chance. Some locks will require a stone on the activation plate to keep them open. The scene with the Death Tower poster in it can only be crossed with a running jump to the bottom which will mean you are hanging on by the fingertips. Climb up, timing the shield to kill the guard and then work your way up to the key top left. Drop down and go right - you will have triggered the laser turret so remember to keep low when returning. Kill the guard and get the key at the bottom of the annex. Killing the power globe in the tunnel completes things.



This will have you screaming. The stone appears to have no use but it is always advisable to pick anything up you encounter. The assault course is easily navigated with the end cartridge slot on the right being the best bet. Completion teleports you back to the job centre and once again a good save point.

FLASHBACK

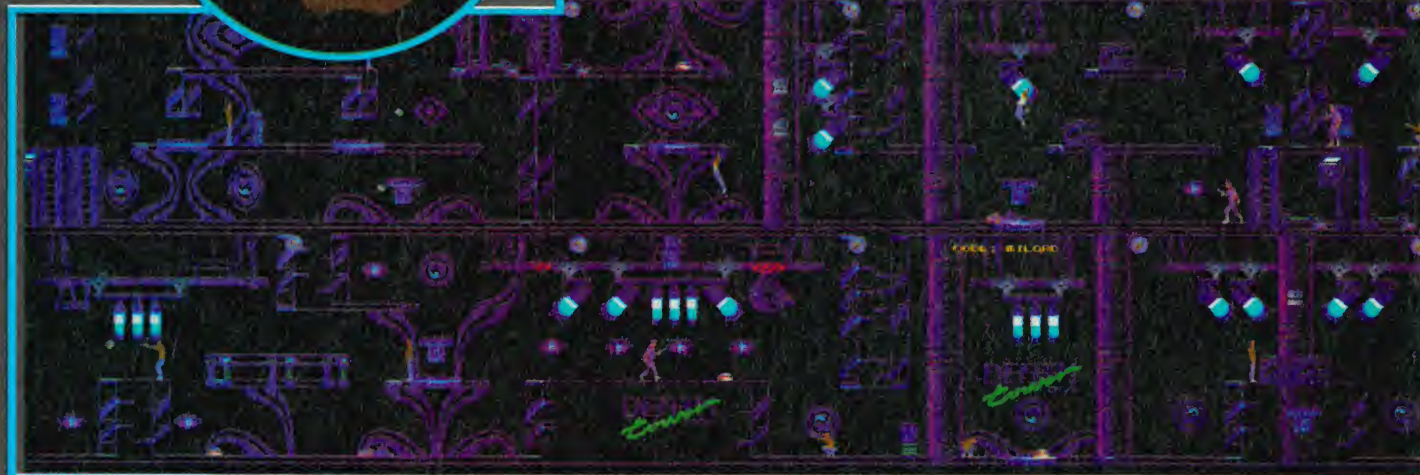
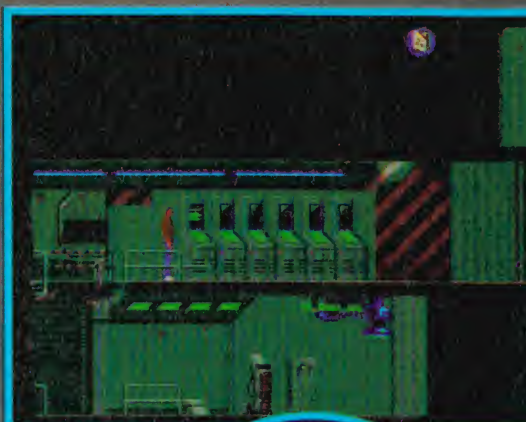
FLASHBACK

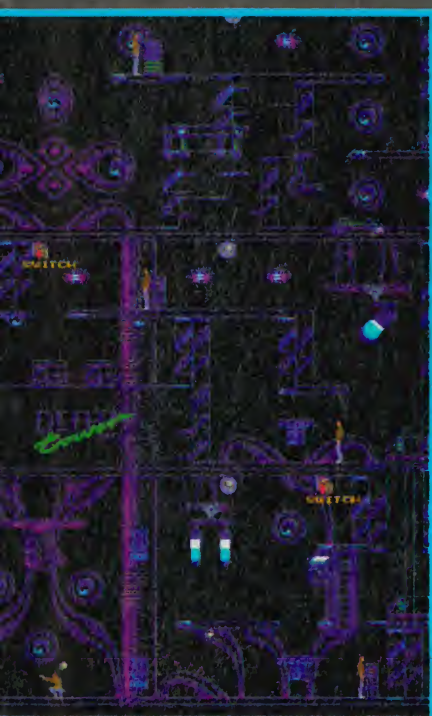
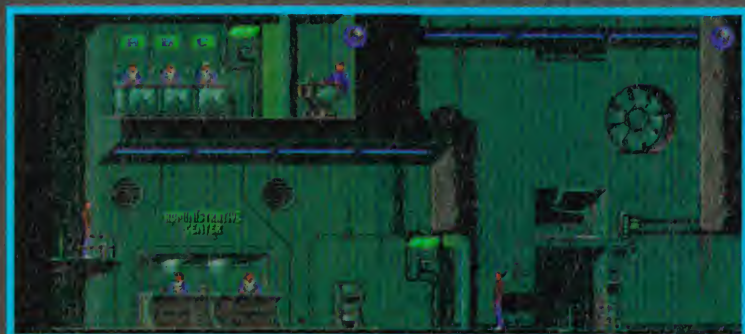
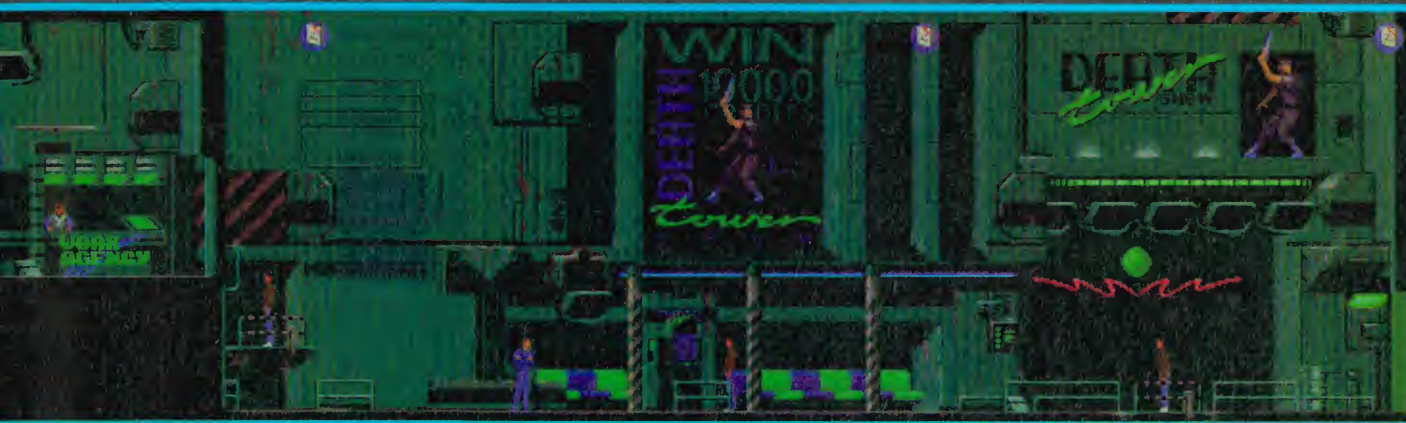


Take the Taxi and head for the bar in America. Speak to the barman and meet Jack outside the front of the bar. He will tell you that the papers you require to gain entry to the Death Tower are going to cost you 1500 credits, 1500 credits more than you have!

All is not lost and by going to the City Hall by taxi, a Work Permit can be obtained only by going through the red tape and exchanging the ID card with the boss.

Take the Taxi once more to Europa where the Job Centre Mission Screens inform you of the job and the money available for completion. Inserting the Work Permit accepts each task.





The best course of action is to jump up, and then move on up to the entrance of the base. Shoot the guards by the accurate use of rolling and good shot timing. Talk to Ian and he will invite you to take the chair and have your memory restored. Another chat with Ian will reveal the next task is to go out on the planet Tifan and get enough money to pay Jack the forger for some papers.

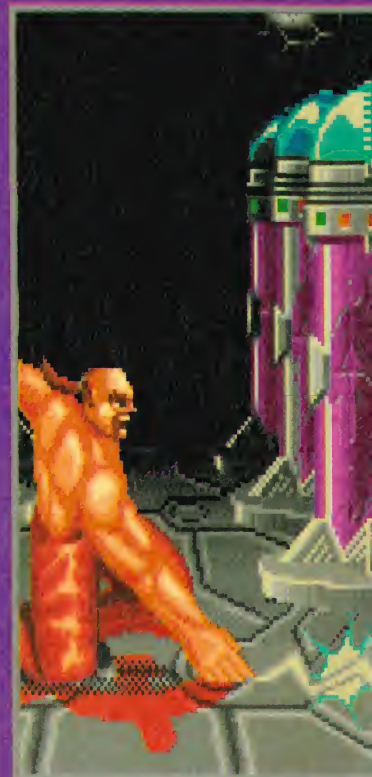
● PART 2 NEXT MONTH

FLASHBACK

BODY BLOWS

GIVING THE GA

If you are having problems with Body Blows then your troubles may be over as Amiga Action presents the definitive guide to Team 17's excellent beat'em-up. This guide has been compiled playing the one player game using the character Nik, although most of the techniques to follow should work with the other one player characters available.



Junior looks tough, and in this case looks certainly aren't deceiving. The secret to beating Junior is all-out attack with a hint of caution thrown in for good measure. Jump in, give him a good kicking, and jump back out again. Repeat this method and you'll beat him in no time. A word of warning though, don't stay in close too long or the Blitz will most definitely sort you out.



The easiest character to beat of all that appears in the game. Start off with a couple of flying kicks to back him into the corner, then follow up with a combination of mid kicks and low kicks. When Dug falls over, jump back. As soon as he stands up, jump forward with a flying kick plus another combination until he falls over. Repeat this method until beaten then place in the oven at gas mark 6 for thirty minutes until brown... Well maybe not!



Mike should be treated just the same as Junior but with a little more caution due to Mike being slightly faster. When you jump in, unleash a combination then block until he does one of his wind moves. Then repeat the combination and jump out of there.



A difficult opponent due to an awesome weapon, namely the Buddha Flame. The only way of beating Loray is a sliding kick or a flying kick over the Buddha Flame with a combination of two to three moves followed by backing off quickly. Repeat this several times to defeat Loray. This method may well take some time to master but don't get frustrated.



Only slightly more difficult than Dug. Use the same technique as used on Dug but if you're at the opposite end of the screen when Maria does her Flamenco Fury, unleash your special weapon by pressing and holding the firebutton.



This is really where the game starts. Kossak can be beaten but it just takes patience. Don't rush in, you'll only get hurt! Wait for Kossak to come to you and when he gets close, fire off combination after combination of fast attacking moves. If he is next to you and starts his Driller Killer move, immediately counter with a mid punch followed by a combination of mid and low kicks. If on the other hand Kossak uses his Driller Killer when at the opposite end of the screen to you, as soon as his waistband touches the floor, hold your firebutton down. When he reappears your energy blast will hit him full force and he won't be able to block it in time.



BODY BLOWS

BODY BLOWS



Max is a right proper swine! The guy is as fast as Yit-U and nearly as strong as Kossak. As well as this he's always ready for attack as he never falls down. The only way to beat Max is to keep things simple, very simple, do nothing fancy, just block and follow up with a fast attacking combination, then block again in the crouch position.



Be wary of Dan as he has the same moves and strengths as your character has, with one slight difference – his power-up is slightly faster than yours. When Dan is close and jumps up or over you, counter with an uppercut. This is deadly and will knock him off his feet, giving you time to plan your next attack. The best way to finish Dan off quickly is to jump in and make it a real street brawl and attack as much as is possible – he just will not be able to cope.

CONCLUSION

The real secret to this game is actually very simple – just play it and enjoy it. The above tactics will help greatly but with each game the way the characters play is different. Integrate these with your own playing style and you should have a great deal of success with any of the four main heroes of Body Blows.

A fairly easy one to beat if you fight defensively, ie block. Only attack when Yit-U uses his power speed, then using a combination of mid kick and sliding kick, you should have relatively little to worry about.



Arial attacks are a great tactic to use against ninja, followed by combinations of mid kicks and low kicks. When Ninja uses his Death Roll, block and counter with a mid kick followed straight away with a roundhouse kick. This technique will work around 75% of the time.

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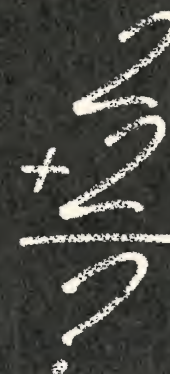
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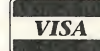
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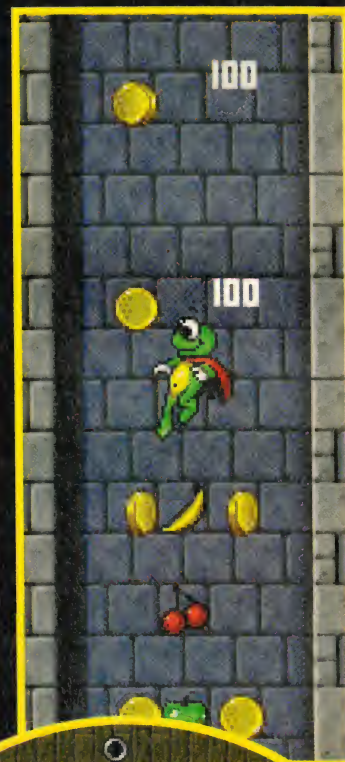
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SUPERFROG

GIVING THE GA

There is no one way to play Superfrog. There are so many different routes you can go to find coins, exits and solutions to the puzzles within the game. So we've decided that instead of trying to provide you with a complete solution, we would give you a guide to the enemies, the items and the tactics best employed to give you a chance.



NASTY THINGS



Bat

Can be jumped on or knocked out the sky.



Wasp

The Destructo-Spud is very useful against these.



Little Blob

Jump on these to turn them into fruit.



Snail

Not as nasty as you might first think.



Ghost

Can't be killed, so take heed and stay clear of this apparition.



Hedgehog

Cute little furry animal? Not a chance! Stay away from those spines.



Squirrel

Fast moving creature that will make you hurry to get the Lucozade.





GENERAL HINTS

So, need some advice eh? Read on to learn those useful little tips...

- The most important thing to avoid is the temptation to just rush headlong into each level. Superfrog moves at such a pace that it will be very hard at times to resist moving at breakneck speed – however if you do this you will be guaranteed to lose far more lives than are really necessary, thus making the game far more difficult to complete.

- This brings us somewhat neatly on to a rather obvious but important point nonetheless, namely the options screen. This can be used to your advantage simply by setting the game level to Easy and the number of lives to Seven. This makes a great deal of difference to the length of your game and therefore gives you a much better chance of obtaining one of those highly elusive level codes.

- It is always worth having a go at the gambling section just in case you strike lucky, with one exception. If your score is close to reaching 200,000 or a multiple of that number and your bonus (if you collect it) would take you over that level, then take it as you gain an extra life for every 200,000 points scored.

- If you hit the jackpot of three Lucozade bottles you will be given a level code but various other combinations which are far too numerous to list will give you extra points, extra lives or the chance to gamble your prizes to win something a bit more valuable. Hopefully.

- Generally there will be enough coins available throughout the levels to open the exit for you. However on some occasions Team 17 have been a little sneaky. You may find yourself at an exit with an enormous flashing red cross in the middle of it, signifying the fact that you have not collected enough of the little yellow discs to allow you to leave. This is as a result of one of two things – either you have been really silly and missed some coins on your way through the level and will have to back track to find the remainder, or some of the coins have been hidden away down secret passages.

- A handy hint for finding secret passages in general, not just when you desperately need them to find deviously hidden coins, is: if you see a reasonably straight section of wall, smash into it with all your might and if you have got it right the wall will disappear and a secret opening will be left in its place.

- This guide should help you get started and place you on a firm footing with which to continue the game. The main things to remember are, take your time as you will last much longer if you are not losing lives every few moments, don't get complacent especially on the slippery sections, and of course not to forget Fiona's top tip, don't land on the big spikey things!

SPECIAL ITEMS



Invisibility Pill

This little red pill renders our hero invisible to his enemies for a short time.



Destructo-Spud

You can throw this little green blob at both airborne and ground-based enemies.



Speedup Pill

Speeds you up.



Wings

Allows Superfrog to take to the skies for a short period of time.



Slowdown Pill

Slows your character to an almost complete stop.



Lucozade

This prolongs your energy and also boosts your bonus at the end of each level.



SUPERFROG

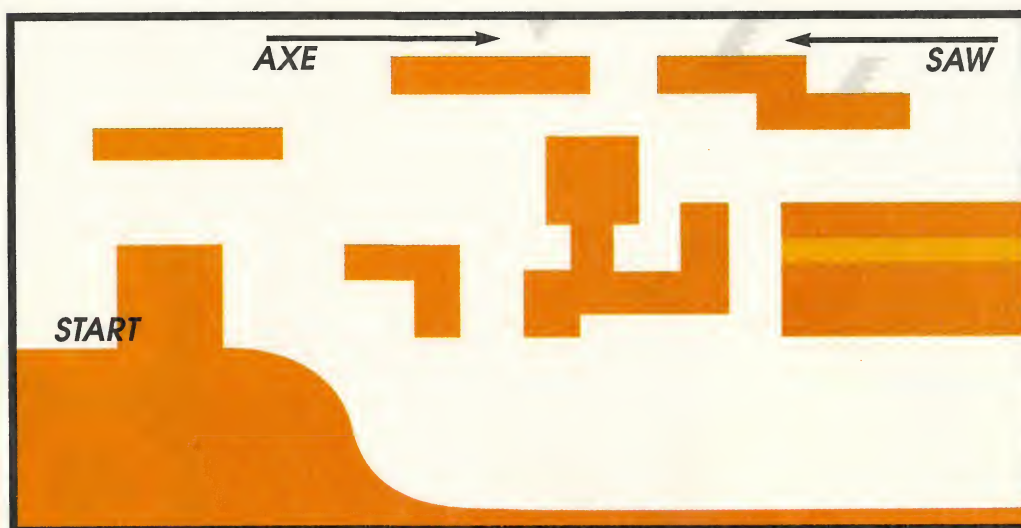
Enter, ye varlets, into the Tippe Emporium, wherein lies a veritable cornucopia of all things cheatlike.

ZOOL

Zool seems to be putting himself about a bit this issue doesn't he? You all know about the shoot'em-up section in World Two, but few realise that there is a similar section in World Four/One.

N Palmer from Bognor Regis is on the ball though - here's a handy map and instructions on how to find it. Cheers, N.

Make your way up and around level 4.1 until you are overlooking the starting point from the right. Jump down and across to the left, timing your jump so that Zool stops moving left just as he reaches the left side of the starting block, and hey presto!



THE CHAOS ENGINE

Old game this one - most of you probably have it as part of the *Sports Masters* compilation. Below are the optimum settings for all of the cars, so no more blaming the machinery!

	COSWORTH			BUICK			CHEVROLET		
LAPS	Q	10	60/200	Q	10/30	60/200	Q/10	30/60	200
WINGS: Front	4	4	7	2	5	6	5	5	6
Rear	2	2	5	1	3	4	3	3	4
TYRES: Right Front	S	M	M	M	M	M	S	S	M
Right Rear	S	M	M	M	M	M	S	S	M
Left Rear	S	S	S	S	S	S	S	S	S
Left Front	S	S	S	S	S	S	S	S	S
TYRE STAGGER	+1	+1	+1	+1	+1	+1	+1	+1	+1
PRESSURE: R. F.	25	25	24	25	25	25	25	25	25
R. R.	25	25	24	27	25	25	25	25	25
L. R.	25	25	24	27	25	25	25	25	25
L. F.	26	26	26	29	26	26	26	26	26
SHOCKS: R. F.	6	5	6	5	4	4	5	5	5
R.R.	9	8	9	7	7	7	8	8	8
L.R.	8	7	8	6	6	6	7	7	7
L. F.	6	5	6	9	4	4	5	5	5
CAMBER: R. F.	-.5	-.5	-.5	-.75	-.75	-.75	-.75	-.75	-.75
R. R.	0	0	0	0	0	0	0	0	0
L. R.	+.75	+.75	+.75	+.75	+.75	+.75	+.75	+.75	+.75
L. F.	+.175	+.175	+.175	+.175	+.175	+.175	+.175	+.175	+.175
4th GEAR RATIO	4.3	4.3	4.3	3.2	3.2	3.2	4.2	4.2	4.1
TURBO SETTING	9	9	9	9	9	9	9	9	9

BODY BLOWS

Here's a very simple way to access a trainer menu for *Body Blows*. Plug a joystick into the mouse port, and on the menu selection screen hold the joystick in port 0 to the left, and the stick in port 1 to the right for several seconds. An extra menu will appear with new options for those inadequate ones amongst you.



THE CHAOS ENGINE

There's no let up in the flood of codes for this one. These beauts allow you to choose who you play as on the various levels. Thanks to everyone who sent these in.

Play as Preacher

Level2 84VHYSQC3V1#

Level3 HALNFY2461G4

Level4 155PLV6W62HD

Play as Brigand

Level2 6#70L5X883#K

Level3 X5KWPJRBFB6D

Level4 J5LMBFM##41Q

Play as Thug

Level2 4RGLN7CSJQLF

Level3 F666T5DLGNN8

Level4 511KWFXGOT52

Play as Gentleman

Level2 2YQOKJOCT7NK

Level3 1SLF9H92VF#H

Level4 5JNPWTIKVBF9

Play as Navvie

Level2 1XR1XOPRPZ5T

Level3 ORLM1B4X1LVH

Level4 4H12534J93DY

Play as Mercenary

Level2 599X##1ZWBNB

Level3 X5NOGD1TZPMJ

Level4 4OM1W#7WLWFC

And for those of you still not satisfied, try this for a two player game, starting at level 4 with a big wodge of cash and thirty lives to boot! Blimey.

RVDBKQ7JWM6

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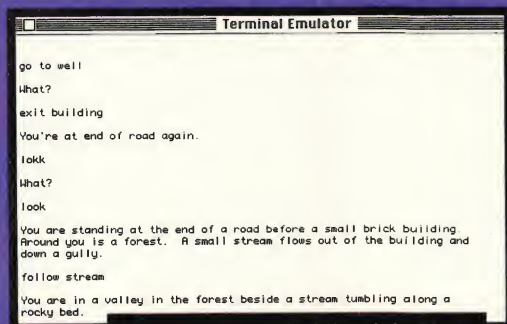
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are YOU BEING SER



▲ You can see that I'm doing really well in this game. Oh well!

Are you game for a look at the best bits of CompuServe?

BY: NICK MERRITT

After last month's introduction to the CompuServe network and its basic services, it's time to take a closer look at some of the facilities which will most interest the readers of this magazine. I am of course talking about the games and games-related services.

The first thing I should mention is don't expect games of the type On-Line are so good at (for example, *Air Warrior*, featured in the April issue of *Amiga Action*). You won't find interactive flight sims or anything requiring a scantily-clad woman to create interest in it. However, if your thing is role playing and you fancy a tussle with the Galactic Overlord or the Wizard of Xrzbthc (only kidding with the names, by the way!) then this is the place to take a look.

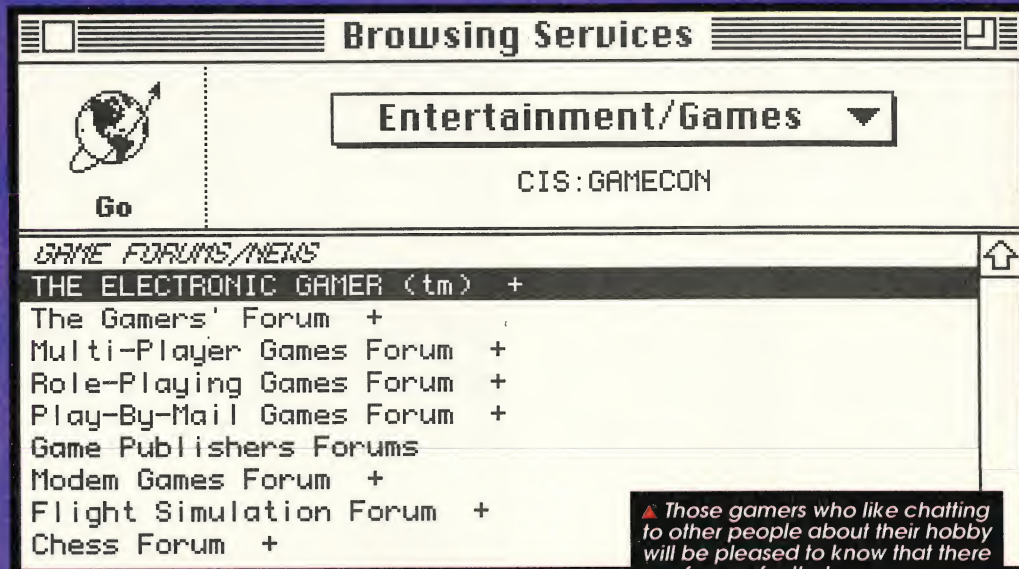
So if the games aren't of the On-Line type, what can you expect? Well (and it gladdens my heart to say it), everything is text-based! These games are for real keyboard jockeys.

Once again this month, I'm going to be demonstrating these features via the Macintosh (although it doesn't really matter), as the *Information Manager* package hasn't been released for the Amiga yet, but fear not – you can still enter CompuServe without it.

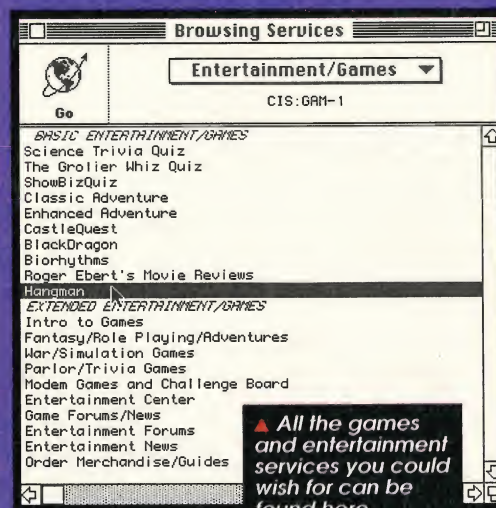
So then, what's available?

Typing 'GO GAMES' will take you into the Basic Entertainment/Games menu where you get to make further selections. As you'll see from the screenshots elsewhere on this page, there's a wide selection of things for you to do, including various Trivia quizzes, a couple of reasonable adventure games, several single player role playing games and the most popular section, the interactive games services.

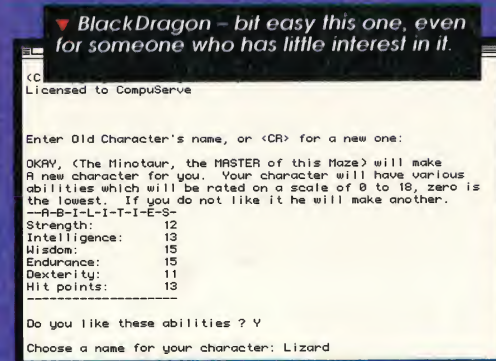
This last group includes games forums, where



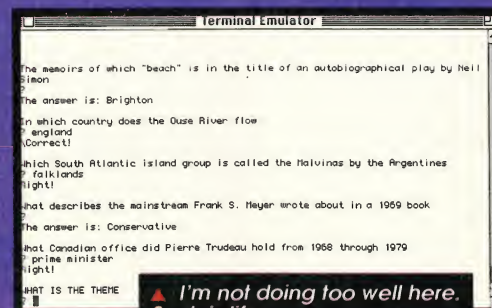
▲ Those gamers who like chatting to other people about their hobby will be pleased to know that there are forums for that very purpose.



▲ All the games and entertainment services you could wish for can be found here.

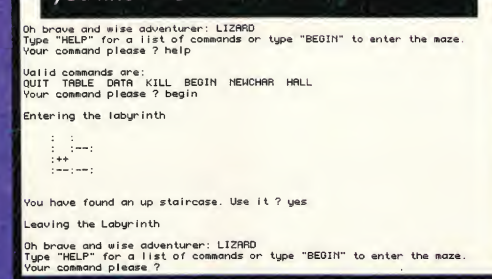


▼ BlackDragon – bit easy this one, even for someone who has little interest in it.



▲ I'm not doing too well here. Such is life...

▼ I've chosen a suitably RPG-type name for this BlackDragon game. Well, you know how it is.



Being a bit of an all-round games wizard (cough), I decided that spending a whole day or two of office time pretending to work for a living seemed too good an opportunity to miss, so, never one to dive straight into anything, I decided to pick around the edges with a look at the really simple stuff. Yes, it had to be *Hangman*...

Well, I won't say how well I did (*I will. He was useless – Ed.*), but playing it gives a basic insight into how the non-interactive services work. Although everything is menu-driven to try to keep everything simple, the time delays can be annoying and it can be tricky to quit out of something if a mistake is made. This is particularly the case with the *BlackDragon* and *CastleQuest* RPGs. More on these

you get to talk to anyone else in the world over the network about CompuServe games, by indulging in a group discussion or on a one-to-one basis (more on this elsewhere). Also included in this group are interactive role playing games (along the same lines as *MUD*), interactive war games, trivia and various entertainment news services.

VED?


part 2

```
MTM Challenge Board(sm)
<MTM INSTRUCTIONS ONLINE>
1 [ ] Your game list
2 [ ] BATTLE CHESS <MTM>
3 [ ] 3-D HELICOPTER <MTM>
4 [ ] FALCON
5 [ ] FLIGHT SIMULATOR <MTM>
6 [ ] FALCON 3
7 [ ] COMMAND HQ <MTM>
8 [ ] MODERN WARS
9 [ ] EMPIRE
10 [ ] KNIGHTS OF THE SKY <MTM>
11 [ ] POPULOUS <MTM>
```


```
MTM Challenge Board(sm)
12 [ ] STUNT DRIVER <MTM>
13 [ ] THE PERFECT GENERAL
14 [ ] TANK <MTM>
15 [ ] BATTLESHIP <MTM>
16 [ ] VETTE! <MTM>
17 [ ] TRACON II <MTM>
18 [ ] GLOBAL CONQUEST
19 [ ] CONQUEST
20 [ ] PC OTHELLO <MTM>
21 [ ] PC CHESS
22 [ ] F-16 COMBAT PILOT
23 [ ] F-29
```

For modem-to-modem gaming, these are the titles you can challenge another person to play.


☐
Browse
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Basic Services




Computers




Forums




News




Investment




Professional




Lifestyles




Games



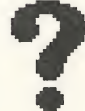
Communications




Shopping



Travel



Member Support




Reference

▼ Basic services – You can access all CompuServe functions from this screen. On a text based system, this is done by typing 'GO <service>'.

```
MTM Challenge Board(sm)
24 [ ] ARMOR ALLEY
25 [ ] FACES <MTM>
26 [ ] GO
27 [ ] WORDTRIS
28 [ ] BLACK JACK <ATARI ST>
29 [ ] WORTHY OPPONENT 2
30 [ ] LEXICROSS
31 [ ] DOTS-DASHES <MTM>
32 [ ] 3-D TIC-TAC-TOE <ATARI ST>
33 [ ] PAIGOW <ATARI ST>
```

☐
Navigating
☐



Go

CompuServe ▼

CIS:MTMGAMES

MODEM-TO-MODEM GAME SUPPORT

What is Online MTM Gaming (FREE)

MTM Challenge Board(sm) +

MTM Online Gaming Lobby(sm) +

Modem Games Forum +

Game Publishers Forum +

The Electronic Gamer (tm) +

Instructions for Games Software (FREE)<W>

▲ Modem-to-modem gaming is the best part of the whole games section. Trouble is, it costs money!

system is *Kesmai Island*, a remote place lots of adventurers go to get killed. As well as do a bit of exploring, of course.

It's pretty well standard RPG fare. The creatures you are expected to do battle with react differently to different situations, and some can even throw spells and manipulate weapons. Steve, who's seen this sort of thing before didn't find anything new here really worth mentioning.

More interesting perhaps are the modem games. These reside in a section which allow interactive gaming with anyone else connected to CompuServe in the world. If you fancy playing *Populous* with someone in Japan, you can do so.

Up to this stage, I was unimpressed with the games services, but for me, this is easily the best bit of the system. Let's face it, you can enjoy a one-player RPG any time just by turning your Amiga on, and with proper graphics too, so stuff like *Kesmai Island* can't really compete. However, playing some decent games with the added facility of being able to challenge anyone else on the network to a game makes using the games facilities worthwhile.

The games you can choose to play range from *Battle Chess*, *Falcon 3*, *Populous* and *Stunt Driver* to *Wordtris* and good old noughts and crosses (funnily, for the Atari ST!).

All in all then, there's a decent range of games to access on CompuServe, although the commercially-written stuff is easily the best. The limitation of everything being text-based is and will become more of a flaw against better rival systems. However, there's more to CompuServe than games, so next month, we'll be taking a look at some of the other facilities available on the network and talking about how to get your Amiga connected. **AA**

two in a minute.

Anyway, there's not much one can say about *Hangman* or Trivia quizzes. Adventuring is my thing so I was fascinated to see the *Classic Adventure* game which bills itself as 'the classic adventure from which all other versions, both micro and main-frame, evolved.' This is some claim, and I went into it a bit warily.

The aim of this game is to explore a cave, find treasure and drop it into a building. It's laughably basic as text adventures go and you can tell its age by the simpleness of the parser (ie it won't recognise the standard command 'LOOK AROUND'. Anyway, it's worth checking out for historical interest, if nothing else. There is also an *Enhanced Adventure* which is pretty much the same thing, but harder (although not much!).

Along the same sort of lines are *BlackDragon* and *CastleQuest*, a couple of single player role playing games. *BlackDragon* is set in a multilevel

maze and follows the basic RPG formula of monsters, mayhem and character-generation. The aim is to accumulate treasure and gain strength by converting gold into experience points, all with the aim of defeating the Arch Demon on the final level.

I'm not the best person to judge RPGs as I really don't like them, so Steve McNally checked this one out for me. After laughing hysterically at the character set-based graphics, he'd soon done enough of the game to realise that *BlackDragon* is essentially a really basic example of the RPG. There isn't enough to do and the locations aren't very atmospheric. (We know it's text-based, but it can be done!).

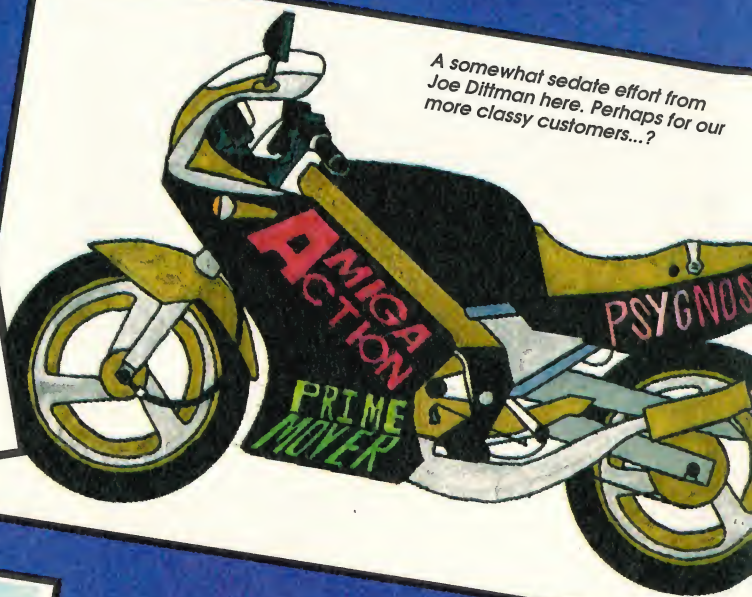
Much the same can be said about *CastleQuest*, so moving swiftly on, it was time to take a squint at some of the pay services. These are parts of the CompuServe system you have to pay extra to use (a bit like the Movie Channel on Sky TV, for example).

CompuServe's pride and joy in this part of the

This one's from Gary Falcon. With a name like that, we suppose he would be into motorbikes really.



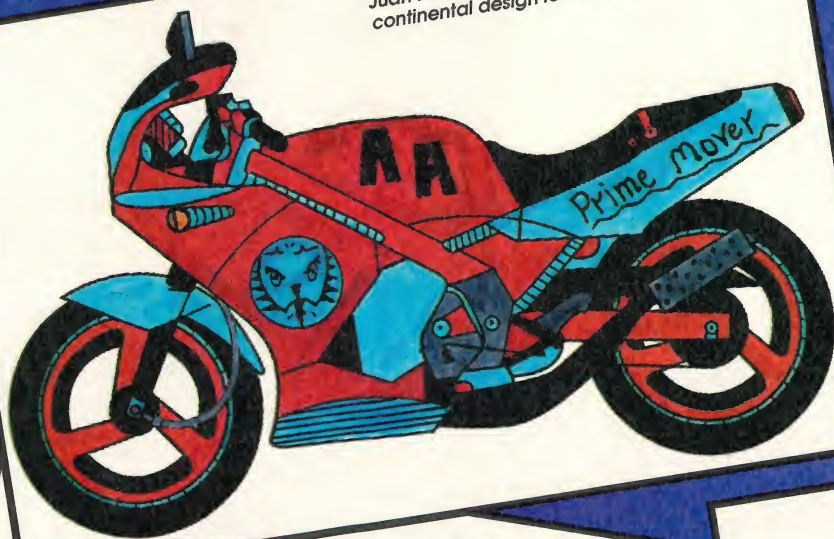
A somewhat sedate effort from Joe Dittman here. Perhaps for our more classy customers...?



Another bloke with a motorbike name, Harry Bond sent this to us. He's only five years old!



Juan Ramos did a suitably continental design for his entry.



A lot of yellow from this effort from Jason Harrison. We don't mind, everyone to their own, that's what we say.



Something a bit more black and boisterous from Kevin Waters here. Bit like our logo wethinks!



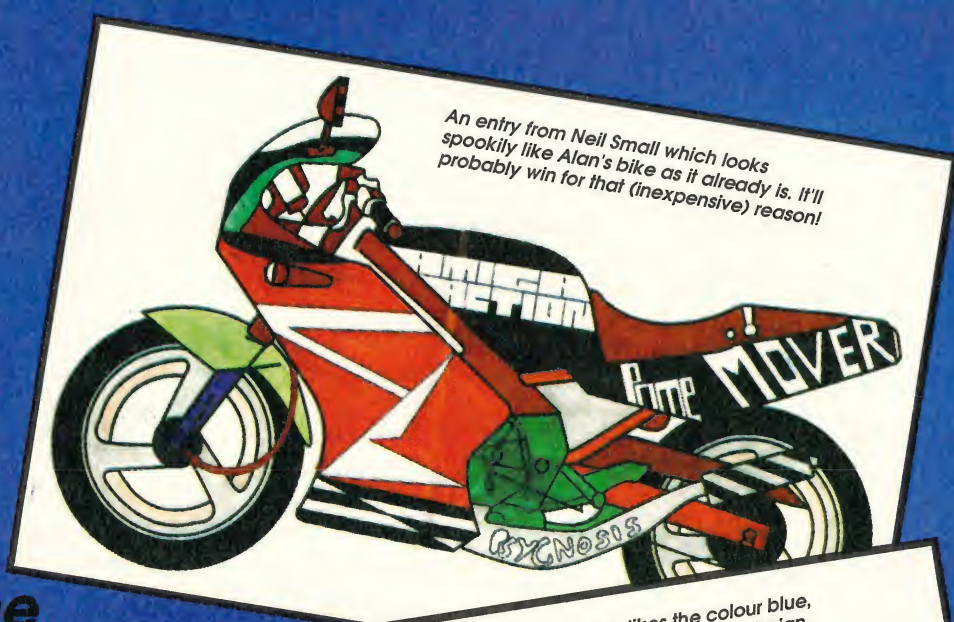
PRIME NUM

Well, well. Hundreds of you have entered the Prime Mover compo already, and to celebrate, we're printing a few of the entries we've received up to now. But please note - just because your piece may be appearing on this page now, it doesn't necessarily mean you've won anything! To find out who the winners are, you'll just have to wait for the next issue!

We've had an overwhelming response to the Prime Mover compo from a couple of issues back, so we're printing some of the best entries we've had up to now...

MEMBERS

Just one thing though. A great number of you managed to ignore one of the important entry requirements - you had to (at least attempt) to mention Amiga Action, Psygnosis and Prime Mover somewhere on the bike! For the purposes of these two pages, we're letting this go, but I'm afraid it'll count against you when we finally decide who the winner is! Watch out for the next issue...



An entry from Neil Small which looks spookily like Alan's bike as it already is. It'll probably win for that (inexpensive) reason!



Douglas Lindsay rather likes the colour blue, as you can see from this rather blue design. Nice use of the company logos too!



Fairly typical of many entries we had here, from Richard Cooper. Lots of flames, fire - you know the kind of thing.



Not sure about the choice of colours in this effort from Stefan Wilkzokowski, but the bird's nice we suppose! (A biker gag.)



Lee Marideth took a veering approach to the macho world of biking with this pastel inspiration. Nice use of the logo though!

COMPO WINNERS

Amiga Action likes to bring you the best compos around, hoovering up the offerings from our competitors (Is that the best choice of a word? - Ed.). And because we're dead honest (no, really) and like to announce who actually won our compos and not put people off by loading the restrictions on how you can enter the compo and get on Watchdog, this is the place to turn to.

If you remember the Elvis compo in Issue 42, you had to figure out what the great (if dead) man was thinking whilst watching the monitor. Although some of the suggestions were pretty well unprintable and seemed mostly to revolve

around poor movies set in Hawaii and problems with lavatories, we managed to find a winner with some sense of decency. It wasn't easy though - come on folks, try to be a bit more imaginative! We certainly hope none of you are planning

to take up singing careers.)

Anyway, the winner was Carlie Storey from East Yorkshire who wins the CDs and games. The runners-up were Paul Bebbington from Cheshire, Steve Sells from Doncaster, Jamie Maddocks from Truro, John Gripton from Tamworth, Paul Rooney from Birmingham, Nat Lloyd from Wolverhampton, Kerry Edmond from Rugby, Gary Rolfe from Northamptonshire, Michael Wilburn from Lincoln and JE Ardern from Lincolnshire.

The runners-up all win a copy of the jaw-dropping, tooth-twisting, leg-pulling *Lemmings 2*.

Also in the March issue lay the unbelievably good Boogie with the Bitmaps compo, a compo which all others will soon be judged by (or whatever).

After hiring a couple of strapping blokes with a penchant for wearing black

lycra and sending them around to Alan's house, we soon (ie four days later) managed to get the prize back to the office and sent to the winner.

This fine specimen of humanity was no less than Michael Roberts from Leeds, a man famous for absolutely nothing before now.

The runners-up, who all receive a T-Shirt, were Neil Callaway from Bromsgrove, Graham Lamplough from Cleveland, Paul Philips from West Sussex, Edward Charpentier from Toronto, Canada, Stephen Walton from Stourport, JM Wright from Winchester, Jhonny Mahmood from Oldham, Lee Robson from Morpeth (wherever that is), Jenna Jones from Wrexham and Christopher Melhuish from Weston-Super-Mare.

Anyway, that's your lot for this month so clear off. Grief, anyone would think we actually enjoyed giving prizes away...

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AA Review - April '93

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June issue's features...



- Knightmare scenario – an exclusive report on how Amigas are used to generate the graphics on top virtual reality adventure TV game shows
- Reviews galore – ProPage 4, Bars and Pipes Pro II, Big Alternative Scroller 2
- ARexx special
- Plus much, much more

AMIGA

COMPUTING

ADRENALYNN

Publisher: Global Software

Price: £9.99

Another game set in the future. This time it is 2070 and the human race has been enslaved by cyber robots. The only way to stay alive is to take part in a vicious battle of stamina and skill - and survive.

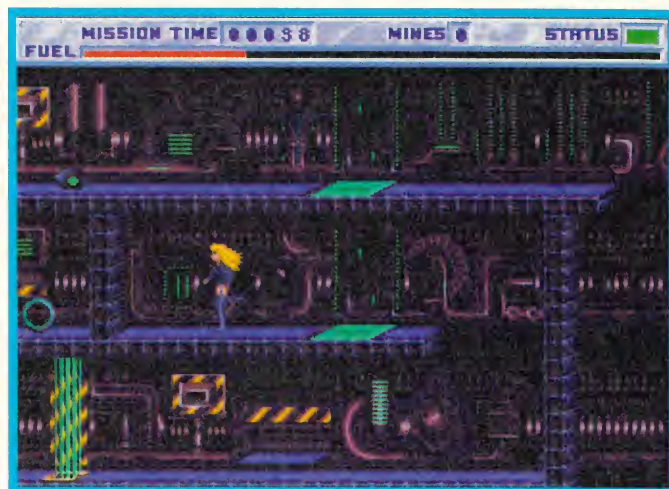
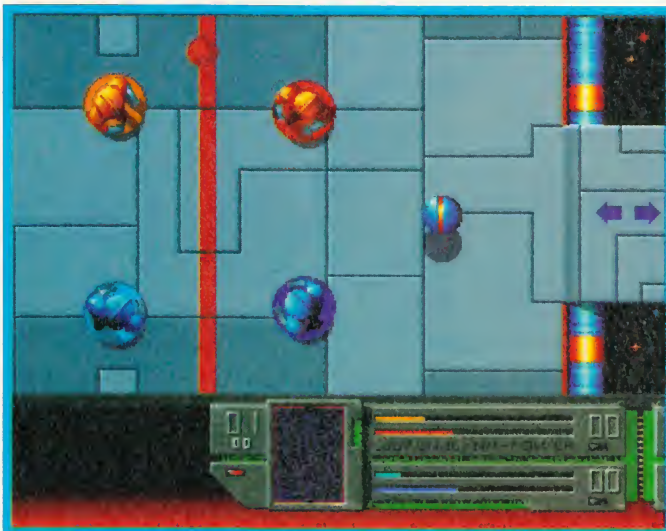
Score more goals than your opposition in the allotted time and you will be allowed to move on to the next arena in your quest to win your freedom. Goals are scored by shooting a ball into the target area and to aid you, it is also possible to shoot your opponents and knock them away from the ball.

At times things get more than a little frantic and it is very easy to lose track of what is going on. You control one of four characters, with the computer playing the other three, and the major problem is that sometimes you are not on the screen, leading to you becoming very disoriented. Do yourselves a favour and stick to something like *Speedball*.

REVIEWED BY:

Steve

SCORE 71%



FINAL COUNTDOWN

Publisher: Global Software

Price: £?..??

Final Countdown is set in the year 2437. An asteroid is approaching the Earth at high speed and only you can prevent a terrible catastrophe happening. You have been sent out to the asteroid to explore its maze of corridors, overcoming the terrifying hazards of deadly robots, laser barriers, abysses and finally manipulating the computers within the rock to steer it away from the Earth and save the world.

There is a bit of a twist to the story though. You in fact play a female main character (unusual for a computer game). Even stranger is the fact that she can fly. You must search the whole area, solving puzzles, opening doors and generally making enough of a nuisance of yourself enough to prevent the disaster that is about to strike.

Although this takes quite a while to get the hang of, it is enjoyable when you do. By no means a masterpiece, but not too bad at this price.

REVIEWED BY:

Steve

SCORE 76%

LOST DUTCHMAN MINE

Publisher: Global Software

Price: £9.99

At one time the mere whiff of gold would spark a rush of people, all prepared to clamber over their own grandmother in the hope of finding an enormous fortune. *Lost Dutchman Mine* makes an attempt at recreating those hallowed days by actually giving you the opportunity to partake in a goldrush.

There is a tale of an old prospector who hit the jackpot. Sadly he died before he could file a claim, but rumours have emerged that he had drawn a map to what has become known as the *Lost Dutchman Mine*. You play a prospector, ceaselessly searching for the hidden hoard. There are over a hundred caves in the vicinity that can be explored - some may contain clues to the treasure's whereabouts, others may just be a complete waste of time.

This is quite a novel game which sadly isn't that interesting. A bit of a wasted opportunity really.



REVIEWED BY:

Steve

SCORE 70%

BATTLE SQUADRON

Publisher: Global Software

Price: £7.99

Bad news, I'm afraid. It's August 1, 2400 – the recession is still in full swing and Manchester United are still chasing that elusive championship (Oi! – Dep. Ed.).

Galactic warriors extraordinaire, Berry Mayers and Lori Bergin, have been taken hostage by the evil Barrax forces and interrogated to within millimetres of their lives over the secrets of the universe which they hold.

Their well being is of tantamount importance to the peace-loving planet and a rescue mission is planned, sending you as a lone pilot through hostile lands to bring them home to safety.

Not a very original scenario but *Battle Squadron* incorporates most of the best features of those old vertically scrolling shoot'em-ups. Chunky sprites, bright backgrounds, a decent soundtrack and a co-operative two player option, combined with the overall challenge, make *BS* a classic budget blaster.



REVIEWED BY:
Paul

SCORE 81%



THE PLAGUE

Publisher: Global Software

Price: £7.99

The obvious must be stated, so I'll get it over and done with right now. *The Plague* is all about a plague – a rather nasty one that cropped up bang in the middle of a hideous genetic experiment and is sweeping the entire planet inside its carriers, hordes of genetic mutants.

As is the procedure in games of this ilk, it's up to you – the intrepid warrior – to slay the beasties, rid the world of their rank evil and clear the path for goodness to prevail once again.

Initially armed with a rifle, power-ups are scattered around in the form of lasers and bombs, which all have a limited life span.

The Plague is a bigger game than most budget affairs, weighing in at a hefty two disks but despite this, it finds itself relegated to the "rainy day only" category due to its overall lack of speed, effects, and essentially, its lack of addictiveness.

REVIEWED BY:
Paul

SCORE 66%

BART Vs MUTANTS

Publisher: The Hit Squad

Price: £9.99

Bart Simpson seems to have penetrated just about every corner of our lives over the past few years, from toiletries and television shows to pop records and posters, and personally I find he and his sad, unfunny family very annoying indeed. But I do love this game!

As a bog-standard platformer it offers nothing new at all, and features slow scrolling, small sprites and gaudy colour – but jeepers, it's fun! (*Jeepers?! – Ed.*) The Word On The Street is that aliens have infiltrated Bart's home town of Springfield, intent on world domination as aliens tend to be.

It's Bart alone who must defeat the E.T.s' plans of pinching everyday items for their masterplan by firstly identifying them with his X-ray specs, and then jumping on their heads.

Sound naff? Well it's not. It's addictive and fun, and at less than a tenner, an excellent buy for anyone.

REVIEWED BY:
Paul

SCORE 86%



BUDGET CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	ALIEN BREED SPECIAL EDITION '92	TEAM 17	£10.99	SHOOT'EM-UP
2	7	FIRST DIVISION MANAGER	CODEMASTERS	£7.99	SPORT/STRATEGY
3	8	HERO QUEST	GBH	£9.99	RPG
4	5	F16 COMBAT PILOT	ACTION 16	£9.99	FLIGHT SIM
5	4	TRIVIAL PURSUIT	THE HIT SQUAD	£7.99	QUIZ
6	3	JAMES POND	GBH	£7.99	PLATFORM
7	2	DIZZY: PRINCE OF YOLKFOLK	CODEMASTERS	£7.99	PLATFORM
8	13	RBI 2	THE HIT SQUAD	£7.99	SPORT
9	6	TERMINATOR 2	THE HIT SQUAD	£7.99	SHOOT'EM-UP
10	15	SHOOT'EM-UP CONSTRUCTION KIT	GBH	£9.99	UTILITY
11	12	SPELLBOUND DIZZY	CODEMASTERS	£7.99	PLATFORM
12	10	INDY JONES: GRAPHIC ADVENTURE	KIXX XL	£14.99	ADVENTURE
13	★	CAPTAIN DYNAMO	CODEMASTERS	£7.99	PLATFORM
14	9	PRINCE OF PERSIA	THE HIT SQUAD	£7.99	PLATFORM
15	19	LOTUS TURBO CHALLENGE	GBH	£9.99	RACING
16	11	PANZA KICK BOXING	KIXX	£9.99	BEAT'EM-UP
17	16	TEST DRIVE 2	THE HIT SQUAD	£7.99	RACING
18	⊕	FUTURE WARS	KIXX XL	£12.99	ADVENTURE
19	14	SUPERCARS II	GBH	£9.99	RACING
20	★	BATTLEHAWKS 1942	KIXX XL	£14.99	SHOOT'EM-UP

★ = RE-ENTRY ⊕ = NEW ENTRY

Dizzy's challenge proves unsustainable as he slips five places to Number Seven, leaving the excellent *Alien Breed '92* looking down at the rest for yet another month.

A stagnant chart sees two re-entries and only one new entry – epic blaster *Future Wars*, which looks set for a further climb next month. Geriatric superhero *Captain Dynamo* flies the Codemasters's flag, moving up 15 places to Number 13 and reconfirming their domination of the cheapy charts (as if they need it with all that luvverly Game Genie lolly!).

On the fringes are *Pro Tennis Tour* and *Pinball Magic*, and with new releases this month such as *Bart Vs Mutants* and *Battle Squadron*, let's hope for a bit more movement next month.



Pirates are thieves, so we hate them. But still people write in defending their indefensible activities. Why?

Shot in the dark

Hang on just one minute there. What's all this then?

I've just bought the April issue of Amiga Power and Amiga Action and there seems to be some sort of correlation going on in one of the reviews.

The review in question is the new masterpiece, *Body Blows*. The thing that caught my eye is that not one but two of the screen shots used are identical in AA and AP.

Surely a superior magazine such as yours wouldn't copy from an inferior magazine like AP, so how is this phenomenon explained?

Andrew Tighe, Cleveland.

Fear not, there is a normal explanation. Although we make no claim about only reviewing finished games (we don't want to be dishonest about such claims, as it is impossible to lay down such a law - no matter what other mags may tell you), in this case, we only had

Body Blows to review for a day. Unfortunately, we had some problems with our screenshot grabber so Team 17 modemed the screenshots over to us - the same ones AP must have used in their review of what they claim was the finished game (even though it couldn't have been as they reviewed it a month before us!).

Speccy four-eyes

I used to own a ZX Spectrum and have recently become interested in computing again. I have found the Amiga a reasonably priced computer, but I'm not sure which one to buy.

I want to use my computer for games but also want to use it for more serious stuff. I was going to buy the Amiga 600HD but a friend said I'd be better off with the A500+. He said it was most easily expandable. I have heard that not all the software runs on the A1200 which has put me off it.

All I really want is a reliable computer which won't become extinct in a few years (as the Spectrum appears to be. When I did have an interest in computing, BASIC was the language used by most machines but I've read a lot about AMOS. What is this and does the Amiga use AMOS or BASIC? Thanks...

S. Adams, Bradford.

Crikey, you have been out of the computing thing for a bit, haven't you? Firstly, forget about the A500+. Nobody buys the thing, and if it hasn't been discontinued already, it soon will be. Secondly, the A600HD is a nifty little computer - but the future of the Amiga range is definitely the A1200, so if you want a computer with some life expectancy, the A1200 is your baby. As for the

software incompatibility, this is becoming less of a problem with time as all new games are A1200-compatible.

The Spectrum is not just extinct, it's practically fossilised, but that's going to happen with any computer after a bit. The A1200 is 32-bit and so should have about four years in it.

The Amiga uses any language you care to choose. It doesn't come with any language 'built in' like the Spectrum did but you can pick up HiSoft BASIC very cheaply (in fact, for nothing with some of the older versions). AMOS is a games generation language and is extremely highly regarded, and is available from Europress Software (one of our sister companies).

Really, if I were you, I'd buy a beginner's book to the Amiga. I think you need a gentle hand to lead you back into computing!

STAR LETTER

He's back!

I watched the recent World In Action concerning console games addiction but found certain aspects of this documentary confusing. Sega and Nintendo were constantly referred to as 'computers' thus categorising them with the Amiga. If this is the case, I have obviously missed the console which can multi-task or run programs to the calibre of *D-Paint* or AMOS!

Games addiction has always been a problem but recent rumours and fear-mongers will insist on blowing it out of all proportion.

I know many people who own either Sega or Nintendo machines and none of them are addicted. This is because they realise that these machines are merely another form of entertainment and therefore respect them for what they are!

I hope that programs such as World In Action in future will realise that just because someone owns a computer, it doesn't necessarily turn them into a software junkie!

Stuart N. Hardy, Sheffield.

I don't think the programme was implying all computer owners are games junkies! However, the first thing to point out regarding this infamous World In Action is

that the programme is no longer the hard hitting current affairs flagship it was.

Since the allocation of the ITV franchises, the slashing of budgets and the restructuring of the ITV network, current affairs programmes have had to concentrate on (cheaper) home news, aimed more at a mass market. Sometimes this may mean the programmes become less rigorous in their treatment of the facts. My feeling is that particular episode fell victim to those sorts of pressures.

However, that doesn't excuse the sloppy way they approached the subject. Games addiction has been a concern since the Speccy rolled into the arena - and a Dr Margaret Shotten from Loughborough University has been at the forefront of research in this field.

She has just published a book on the subject and it does indicate that there is cause for concern. Some kids simply are unable to balance their gamesplaying in a healthy manner, although I suspect the games addiction is more of a symptom than a cause of their condition.

This is undoubtedly a subject we'll be hearing a lot more about in the near future, so I'd be interested to know what our readers think about this. Write in and let me know!



CD-ROMifications

I am the owner of an Amiga A1500 and was wondering if there were any connections that could make a Discman work like a CD-ROM?

Jonathan Rees, Caerphilly.

Not as far as I know. Forget about the fact CDs and CD-ROMs look the same – there's a lot of very nifty software and precision engineering separating the two systems. CD-ROM uses higher quality equipment and more sophisticated error-

correction software than CD does. It's because a binary digit (a bit) missed off CD will hardly matter – who can tell? But a bit missed for a computer, well, that's bad news as anyone who tried to load software from tape to the ZX Spectrum will remember.

Reviews shmooze

I just had to write in and find out what is happening to the amount of your reviews. In issue 36, there were 26 reviews. Now in last March's issue there were 14 reviews! Could

you please tell me what the problem is? And is it going to get worse?

Mark Seery, Dublin.

Phew. Hope you didn't read the May issue then. Unfortunately, we can only review what we can squeeze out of the software houses. If I was to tell you that we had an additional four reviews slated to go into the last issue but were pulled at the last minute by software houses who suddenly got scared that the products were rubbish (they were), you might understand our anger about this too.

The Amiga games market is shrinking, partly because people are buying consoles, and partly because too many people are pirating Amiga games. This is not an excuse, but fact. Let's hope that the A1200 and a rediscovered sense of the definition of the words

'thieving b*stards' is enough to revive the Amiga line.

Questioning everything

I think your mag is the best and your new design is brilliant, but could you help me with a few things?

- 1) I am thinking of buying a Citizen 240c printer for £279.99 from a Mail Order Club. Is this a wise decision?
- 2) Why did you repeatedly print a picture of *Monkey Island 1* in your Action Guide along with the review of *Monkey Island 2* a few months ago?
- 3) I bought an Archer micro switched joystick from France in April last year from Tandy. When returning home I found the joystick didn't work properly. What should I do?

Paul Johnson, Lancashire.

- 1) Can't say – you don't tell me what you want to use it for.
- 2) Just one of those things.
- 3) Weep. Then go to your local Tandy store and demand your money back. If you are sufficiently unpleasant, they might take the stick and sort it out with the office in France themselves. If this doesn't work, be even more unpleasant to the Head Manager. Good luck.

Over and out

A while back, I was reading the December issue when I suddenly saw on the cover: FREE 64 PAGE BOOK, so I rushed to my local newsagent. But none of the mags there had the book.

On your newest issue it said again FREE! 64 PAGE BOOK OF TIPS! Again I ran back to my newsagent and again none of the books had the free give-away. I'm not taking this anymore, so I wrote to you. What I want to ask is:

- 1) How can I get hold of these mags? Do I have to pay for them?
- 2) How could this happen?

Emiel Goedkoop, The Netherlands.

Unfortunately, because you live overseas, you can't get all the promotional covermounts we do, like free books, extra disks etc, so

that's why there was no book on sale with the magazine. However, if you want to ensure you get the whole package each month, subscribe by writing to Database Direct (you'll find the address on the subscription pages).

Skinflint

Is it me or are the prices of games erecting through the roof? (??? – Ed.) I remember the time when games cost about £15-£20, but now it is more like £25-£40. No wonder poor, deprived sods resort to pirated games which are a great deal cheaper.

Another thing I don't understand is why simulations cost a considerable amount more than any other genre. Almost the same amount of effort goes into the making of any type of game (excluding PD).

The last point I'd like to make is the rising price of computer magazines. I used to be able to buy up to three computer mags a month, but now, because of price changes I can only afford one or two at the most.

Take Amiga Power for example. It used to have two coverdisks and the price gradually crept up to £3.50. Then the second disk was lost and the price remained at £3.50. As for Amiga Action, I can remember when the price was a pound cheaper than it is today.

I do not want to come across as a total moan but I hope someone from the software companies reads your magazine and notices this letter.

Greg Simpson, Scotland.

I'm not going to make any obvious jokes about Scotsmen always being concerned about money, so if you notice me doing so, be sure to write in and let me know.

Anyway to answer your points: I cannot remember a time when games averaged £15-25. Even back in 1987, games cost £25-30, so if you take inflation into account, games prices have remained pretty constant and may even have dropped slightly.

And as for high prices being some kind of justification for pirating – well, that's utter horse manure. If someone nicked your car because they couldn't afford

one of their own, would you be more likely to tell them 'okay, I understand, keep it' or 'go get a job you thieving git'?

As far as sims are concerned, they do cost a lot more money to produce! The games tend to be bigger, take more effort and technical expertise – I mean, isn't this obvious?! Even RPGs take a long time to make – it took two guys two years to come up with *Hired Guns* for example! You clearly are arguing from ignorance on this point.

And computer mags are expensive because they cost a lot to make. The main component of the price is the disks – I'm not going to say how much Amiga Power should be charging for a one disk issue (although I could give a pretty accurate guess).

What I will say is that the profit margin on Amiga Action with two disks is a lot lower than it would be with one – yet we continue to provide two. This is because disk prices have doubled in the last year – but have we put the price up like we could have done? Have we heck!

GTGA madness

Wouldn't it be better to print part of the GTGA solutions each month, instead of giving the whole game away like you do?

B. Oliver, London.

Why would we want to do that? That's what all the other mags do! We do want to attempt to be just a little different from everyone else you know!

Send your letters to:

Nick Merritt,
Talkback,
Amiga Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP.

You can also
reach us on fax no:
0625 876669

Boggit's

*a*re you cozy and warm, and looking for a chuckle? I suggest you go somewhere else, for the Boggit is here to kick ankles and smack noses once again!

I wonder if herbal tea is addictive? If it is I'm going to get really angry. In my long life I've found to my cost that everything I like is either illegal, immoral or fattening. As I'm now approaching a grand old age I find that I'm beginning to look forward each night to my

mug of banana and cinnamon tea. It's sad really, but now that I can no longer down five flagons of ale and a tray of pork pies for supper (unless I want to spend the night with a clothes peg on my nose), I must get my kicks elsewhere.

I picked up the herbal tea habit when I stayed as a guest of the old witch who lives near the Crystal Falls. I say 'guest' but perhaps that's stretching the truth a little. She actually asked me over for dinner and then locked up in a cage in her kitchen. It was a month before I escaped. Herbal tea may be addictive, but luckily it's also slimming.

Did you know that sales of Amiga Action are rocketing? I know you and I don't really give a damn about circulation figures but it's certainly put a smile on the faces of those poor souls in the editorial team. Mind you, it's interesting to know that there are thousands of other Amiga nuts all over the world buying Amiga Action – just like yourself. Of course, you're all only buying it because of me – so don't tell the lads at the office!



▲ *There's nothing the Boggit likes better than a nice pair of long legs... preferably attached to a body though!*

Boggit's Bouquet

*i*t's not as bald as an Oscar, or as heavy as a BAFTA, but Boggit's Bouquet is 'The' prize to win. This month the Boggit has been searching around in the sewers for something tasty and he's come up smelling of roses.

Waxworks –

(Published by: Accolade.)

Waxworks from Horrorsoft is a graphic adventure game which has been around for a few months now but it's only just made it to the top of my pile of games to be played. (Ain't it tough at the top!)

Previous Horrorsoft games include the two *Elvira* adventures which did very well with reviewers and public alike, although I'll confess they didn't really excite me. I didn't like the fighting sequences in those games as I found them clumsy and a nuisance.

For this reason I sprinkled a small ton of salt on the reviews I read of *Waxworks* and decided to make up my own mind. Now having played the game I think it deserves the good reviews it received. The basic design of the game is almost identical to the *Elvira* adventures but the atmosphere of silly spooks has been thrown away to be replaced by a real creepshow.

The combination of eerie music and gruesome graphics has produced a game which really will give you goose bumps. There are some graphics which get very near to the bone (literally!) and perhaps players of a gentle disposition will think they are too much.

I sympathise with the views of the lady in the Amiga Action reader's letter column recently when she said that she thought the graphics were over the top. Some shots get really serious. On the other hand, it is supposed to be a horror game and they are only delivering what they promised – which is more than most companies do.

The fighting sequences are still in the game but for some reason I found them much easier than before. Either I'm getting faster or the zombies are getting thicker!

The game is held on 10 disks which makes it a bit of a marathon for floppy disk players but when you see all of the different worlds of terror that this adventure contains you'll understand why. The music is very good and although it will eventually drive you to the 'off' button it does a great job of getting you in the right mood.

I solved some of the early puzzles very easily which always makes me feel good and prepared to spend some time on the harder ones later on.

The game could have benefited from some auto-mapping tool as the it is all one long series of mazes, perhaps something we should be getting away from now by now. This is definitely the best Horrorsoft game to date – classy graphics, gripping storyline and atmospheric music.

If you don't mind your dreams being filled with illustrations from an Anatomist's Manual you'll get a bucket of thrills (and entrails) out of this weird game.

Domain

By train, boat and plane, the world is writing to our own diminutive dwarf. He knows the answers to everything, but it can be a painful experience getting one out of him.

Lure of the Temptress

I am stuck inside the castle of Lure of the Temptress. I have found the lard, but I don't know what to do with it. I just can't get past the Skorl guard and it's driving me nuts.

Please put me out of my misery and make one of your greatest fans (crawl, crawl) very happy.

Tracey Hamilton, Essex

An Essex girl called Tracey who dares to write and ask me what to do with lard. Don't some people really set themselves up!

Surely any self-respecting Essex girl would know that you should put the lard on the bedroom door handle – because it stops the kids coming in first thing in the morning! Oh no, silly me, I'm reading the wrong hint book.

As well as the lard you should also get the tongs. Talk to the stranger (twice) and tell him you've come for Selena. Talk to Minnow and tell him to tell the Skorl that Selena wants to see him. Stay in the kitchen until Minnow returns. Talk to him again and ask him what the Skorl is interested in. Go to the wine cellar and use the tongs on the bung. Return to Minnow and tell him to let the Skorl know there is a leaky cask in the cellar.

Abandoned Places plus Amberstar's riddles and codes

Can you imagine my disappointment when I spent almost half the GNP of Britain (What? £2.50? – Ed.) to send you a letter and you didn't reply? A faithful reader who at one time had to spend hours outside the only store in Ottawa to buy Amiga Action, in spite of the rain, snow and hurricanes. I appeal to you Boggit (Oh no you don't! – Bogg.) for an answer concerning Abandoned Places.

I am in the Tower of Scions and have found a Mahal Key, but I cannot find a use for it. I know you relish answering questions from the French, and although I am not French, my closest friend is French Canadian – does that help? I hope to be visiting your wonderful country in the next two years. I hope you'll be driving on the right side of the road by then.

I enclose a list of codes and riddle answers for Amberstar, I hope they help somebody:

Dragon Tower – Gelinda
Black Tower – Nicademus
White Tower – Kasimir

The map for Abandoned Places 2. Yes, we did find a sober member of the team.

Grey Tower – Londonis

Temple – Can be entered at midnight.

Riddle Answers:– SNOW, SUN, SHADOW, THOUGHT, CHERRY, RAINBOW, LIFE.

Gary Shephard, Canada

I mentioned that I received the hint book for *Abandoned Places* and immediately I was drowned under letters asking for help. Never having played the original game I can't help too much but I'll try and find a sober member of the design Office to include the map of the Towers somewhere in these scrolls. Regarding this area, the book says: 'The way in is closed off after you enter. Use the nine which is immediately accessible and one of the 10s to open the door. Operate one of the skulls 12 and then 13 and the way to the exit is open. All the chests are available even on this short route, so only undead protectors of the tower will be unearthed by further exploring.'

Well I hope that means more to you than it did to me!

Dark Seed

I am writing to you to voice an opinion on Dark Seed from Cyberdreams. On the whole I think it's a reasonable game but I totally disagree with your review in which you stated it was a logical game.

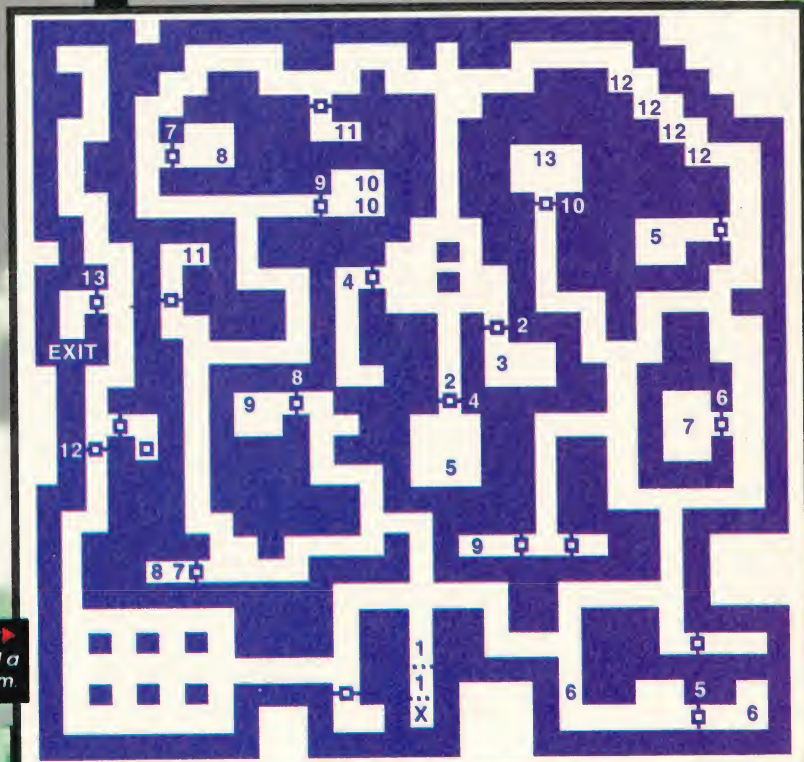
I found it totally illogical in as much that most adventures games follow a similar format (i.e. if you are able to pick an item up then you do so knowing that sooner or later in the game you will have to put it to some use.)

Now in Dark Seed, if you pick up the revolver earlier on in the game (which is normal) then it throws the whole game out! In as much that once the revolver is confiscated by the police you cannot get it back. To get around this problem you have to ignore the revolver in the early part of the game. TOTALLY ILLOGICAL AND MIND BLOWING!

M. Nicklin, Essex

Now just hang on one cotton-picking moment! I never said *Dark Seed* was logical, in fact I never reviewed it. I know I'm pretty wonderful, but it ain't just me who writes this mag you know.

My comment on the game was 'interesting!' I think it's the type of game most people would like to play for a few hours just to see the weird graphics but I think it was written as a vehicle for the eerie artwork, as opposed to an adventure written by someone who understood what a good adventure should be.



Cruise for a Corpse

I'm stuck on Cruise for a Corpse. Yes I know it's a French game, but you've got to admit that it's one of the best adventure games on the Amiga and not another great steaming pile of French manure. I've had this game for a year now and I still can't complete it. The clock is at 4:10 and I've been wandering around the cabin deck where some of the passengers have been calling me to their rooms and telling me who they think is the murderer. After that I've tried every room and everything I can think of but to no avail. Also, is the black cat on the laundry room shelf significant?

P.S. Why are you in Kent and the rest of the Amiga Action team over 200 miles away in Macclesfield?

B. O'Kane, Lancashire

Look, I'll answer your question about this game but don't try and convince me that it's wonderful, because you won't.

At 16:10 you should go to the rear hall and talk to Dick. At 16:20 go to Raoul's cabin and get an envelope. At 16:30 go to Hector's room. The only significance to the cat in the Laundry Room is that it is probably a smelly French cat which is responsible for causing the sheets to need washing in the first place.

The Amiga Action team used to be quite close by, then one day they said they were going out to buy pizza and they never came back! I drink a lot of cider and sing rude nursery rhymes sometimes, perhaps that's got something to do with it. Bah! Who needs them?

Indiana Jones and the Last Crusade

You'll probably think I'm seriously dim but I am stuck in the castle in Indy and the Last Crusade. I can't undo the lock on the grey Nazi uniform, so I keep getting shot by the guard. I have wandered the castle until I'm blue in the face looking for the key and I can

take no more. Can you tell me where the key is, or some other way to open the lock.

Paul Martin, Middlesex

Before you can get the grey uniform you must first find the servant's clothes which are in the laundry.

Go up the stairs and enter a nearby room where you can change into the servant's uniform. Approach the next guard and offer him a painting. Once you get past him you can search the nearby rooms where you'll find a chest. Inside the chest is another uniform which has a key in its pocket. This is the key to unlock the grey uniform.

Black Crypt

Oh Great Boggit, Lord of the Old Blackthorn Tree! I am a damsel in sore distress (See a doctor then! – Ed.) and I am writing to you as you are my last hope of ever getting on in Black Crypt.

I have not got very far, but I am totally lost, confused and somewhat desperate.

My problem is on Level four. I keep getting killed by these green, spikey things hanging from the ceiling, also there is something that I can't see that keeps attacking me and stealing my weapons.

If you do not help me, my husband has threatened to wipe this game from my hard drive. I do like this game, but it is so frustrating to get into it, and then end up dying again and again. Please help me.

Anne Lucas, Luton

'On a clear disk you can see forever...' Did I tell you I have a musical bent? It wasn't bent until I sat on it but now at least I can use it as a stopper. So you are a damsel in sore distress are you? Perhaps you should have explained more exactly how you got



▲ Invisible enemies who steal your weapons, plus green slimy monsters which can walk on the ceiling. Are you ready to take on the perils of Black Crypt?

Star Letter

Amberstar Help

I am writing to offer some help with Amberstar. I won't go into too much detail (that would take the fun out of it) but I will tell you where the thirteen pieces are.

1. Firlas has a piece in crystal (I wonder who is chewing his damn bone!)
2. Sansri has a piece in her temple.
3. There is a piece in Jonathan's globe (the house on the island).
4. Orlando will give you an 'old key' to find another piece.
5. The Bard has a piece at the Inn at Illien, (He needs his harp).
6. The old witch Mera will tell you about another if you recover her broom.
7. You'll find a piece in Relanukh's tomb.
8. The dragon that has been giving grief to the eagles has another piece. (Talk to people in Illien to find her).
9. Lord Drebin has a piece, but you must save him first.
10. The centre piece is in the DORAS Mine. Have a chat with the dwarf in Illien, perhaps even show him something, and he will put you on the right track. You will need someone in your party who speaks his language.
11. Two pieces can be found in the realm of MANYEYE (Who looks a bit like Xanothar by the way). To get there go to the whirlpool in

the sea at the far north of the land. (X-146, Y-11) and jump in. The spell of invisibility comes in handy here.

12. And finally Esther... the piece which I found most obscure is to be found by going to the Rangers Guild on an island to the West and showing the young lady who works there something (Oooer!). She will spill the beans about the location of the last piece. (This is very satisfying indeed.)

Here are a few additional hints. The Co-ord locator device is in the sewers of Swampstation. (Can't get in? Perhaps you should have read Jonathan's diary a bit more carefully.) You will need something from the shop in Twinlake to progress in the sewer, and the Mountain Crystal is the Quartz Gem.

I must tell you that I think your mag is correct - Amberstar is the best RPG for the Amiga. I couldn't pick a favourite out of Might and Magic III, Bane, Beholder II and Black Crypt, but Amberstar really blows them out of the water.

Christopher Owen, Bilston

I don't think I'll bother saying anything - you appear to have said it all. If my nerves will stand the strain I might just crawl under my bed and see if I can find you something that I don't want anymore, then I'll send it to you. There you are - how can you complain about an offer like that?

Boggit's Domain

sore, I'm sure we all would have found that more interesting than your other silly problem.

Surely you read the wall plaque which warned you about the invisible monsters on this level. The solution to them is to be found in the wearing of the Mask of True Sight. If the leader of your party (and it 'must' be the leader) is wearing the mask, then you'll be able to see all the invisible demons and give them a nasty surprise when they try to make you sore by pinching your, er, things.

Fight the roof monsters by standing in a doorway. They can't seem to get through doors, so it's simply a matter of 'bash and retreat' until you wipe the dirty green stain of your ceiling.

Space Quest II

I am stuck in Sierra's Space Quest II and I'm getting extremely frustrated by it. I was caught by the hunter, but escaped from him. For those people who are stuck there, this is what you do: Call him twice and when he comes close to the cage throw a fungus spore at him. While he sleeps collect the key and let yourself out. Take the rope and tie it to the log across the ravine, then let yourself down. I am now in the cave, but I can't get past the cave gopher. I am carrying an athletic support, puzzle, cage key and a whistle.

Sam Mac, Hullbridge

Don't feel too bad, the answer to your problem is very tricky and lots of people get stuck at the same place. Return to the swamp where you covered yourself in smelly berries, (I assume that it was berries you covered yourself with?) and walk around in the water until you step into a deep bit. At this point you can dive under the water. Take a deep breath and swim like mad for there is an underwater cave down there that contains the secret item you are searching for.

While on the subject of this game I have a message for R. Upton from Brighton. When some silly fool asks you to say 'The Word', that's precisely what you should do.

Monkey Island.

I am stuck on Le Chuck's ghost ship on Monkey Island. I have managed to get the feather from the ghost chicken and have got the ghost grog from the sleeping pirate, but am unable to get any further. I can't get through the creaking door or down the hatch. I am also unable to get the voodoo root from it's box. Please assist.

Ian Bryden, Ayr

Aha! Yet another reader frae Bonny Scotland who dares to write to me. Do you know I had a most abusive letter from a Scotsman the other day. It was a long rambling letter written in violet ink (most nutters write in violet ink you know) accusing me of every crime since the dawn of time. I think it's something that they put in the haggis which drives them all mad eventually. Sad really...

Once you have the grog walk back to the room with the animals in it. Walk to the hatch you unlocked and use the grog with the dish. The rat will drink the grog and drop dead. (Sounds like a recipe I could do with!)

With the rat gone to the big cheesecake in the sky you can now

pick up the grease. Guess what grease is good for – apart from Essex girls!

Zak McKracken and the Alien Mindbenders

I am on the aeroplane in Zak McKracken and although I know I'm supposed to divert the air stewardess, I don't know what to do, or what I must pick up.

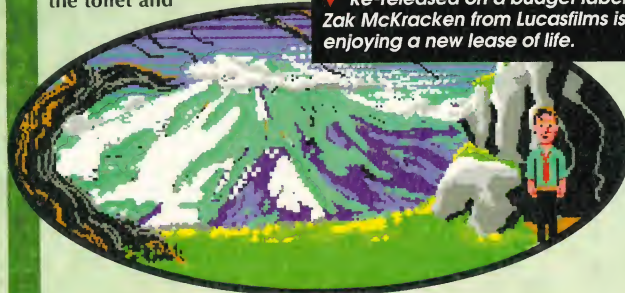
Kevin, Manchester

Poor Kevin. Do you come from a poor deprived home and that is why you only have one name? Or do you come from a long line of Atari users who were unable to concentrate for long enough to dream up a surname to go with it?

I came from a very poor home myself. For entertainment on Saturday nights my Dad used to take us down to the town to watch the traffic lights change colour. I was also very unlucky as a child. In fact I was so unlucky my rocking horse died. But I don't suppose you want to hear about that do you. You just want to pick my brain, then rush off and leave me alone here in the vast wood. Never a thought for the poor tortured genius left alone to... (Oh get on with it!! – Ed.)

The trick is to go to the toilet and

▼ Re-released on a budget label, Zak McKracken from Lucasfilms is enjoying a new lease of life.



bung up the sink with paper. Now you can turn on the tap and flood the room. You can do this trick twice, and if that isn't enough to drive the poor woman mad you can also try exploding an egg in the microwave which you'll find in the kitchen.

Legend of Kyrandia

I have recovered the Chalice, learnt how to make potions and I have the silver statuette but now I have reached the Tropical Lagoon I don't know how to cross it. How do you work the pentagram with the two silver horses? How do I cross the lake without getting eaten by the shark?

David Gray, Dagenham

You do realise that those poor slob in the Macclesfield office printed the complete solution to this game just a few short months ago. Why didn't you buy that issue of the mag! We are never going to get on if I have to keep repeating myself.

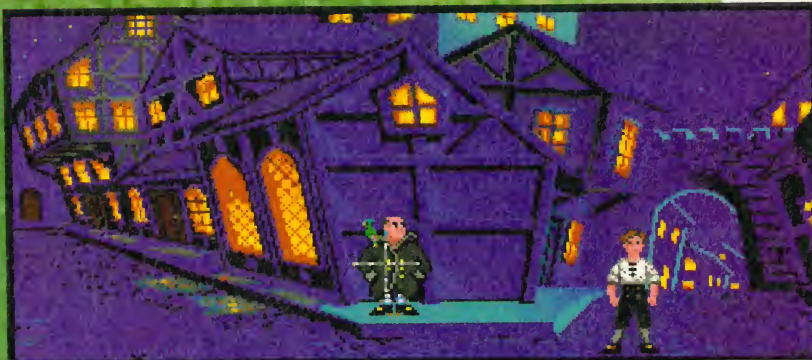
The answer is to make an orange potion and then make your way to the Tropical Lagoon. If you are a pure-hearted hero, drinking the potion while standing in the pentagram will turn you into a flying horse which can sail over the lake.

The Uninvited

As you can see from my address I'm not French, I'm Irish. I am writing to you concerning a game I bought two years ago called Uninvited.

I am past the Chapel and into the maze. My question is, how do I kill the zombies? I'd also like to know how to kill the little red creature that runs across the screen at certain intervals.

John O'Connell, Co. Carlow



▲ Alone without a friend in the world, and lost on a pirate island. What you need is a good road map.

You can deal with a single zombie by 'operating' the amulet on him. And before you ask me where to find the amulet, it's in the mailbox at the front of the house.

This trick will only work on single zombies, so don't try and get too clever and take on a whole. (Er... what do you call a group of zombies? Ah yes, a 'lurch' of zombies.) Incidentally you'll find the amulet also works on Atari users and double-glazing salesmen.

The small red creature, (or 'little divel' as the Irish would say) is carrying a key which you need, but that is much later in the game. He does like cookies.

Monkey Island II

Please help for I am having big trouble with part two of Le Chuck's Revenge. Each time I go to Phatt Island I get arrested and lose everything.

Neil Stewart, Angus

You get arrested because down by the harbour there is a Wanted poster showing your ugly mug. If you were to stick the picture of someone else on top of your picture, they would get grabbed by the fuzz and not you. Has anyone offered you a piece of paper with their picture on it?

BAT II

Recently I bought BAT II and I think it's brilliant (even if it is French). The blend of adventure, four flight sims, a racing game and combat sequences works well and it is enjoyable, yet it is too hard. I just can't get anywhere. I've stolen guns and loads of other stuff, but I can't get any money to buy title deeds. I can't even recruit anyone.

Can you in your infinite wisdom help? Why should I

▼ *You can say what you like about French games but they do a nice line in weird graphics. How about these from the BAT adventure?*



buy glasses from the optician? In the manual it says that there are only two places to land the garbage vehicle. Where are they?

Richard Davies, Gwynedd

I can never understand people who write and say, 'I've bought this really fantastic game in which I'm completely stuck and can't do a damn thing!' I think I can live without a game like that.

Well the sad answer is that I haven't the first idea what you should do. I tried playing the original BAT game, (which won every award that France can bestow) and I hated it, so I certainly wasn't in a hurry to repeat the experience. My best offer is that I will heap gold upon the reader who can write and put this poor fool out of his misery.

Operation Stealth

Help! I'm reliving my childhood by playing Operation Stealth and on one word, I'm stuck. (That's two words! - Boggit.) I have



▲ *A secret mission to gather details on a Stealth bomber needs someone who is suave, debonair and super cool.*

defeated all the baddies and have come to a complete halt in the control room. I need to find the CD Player and I've been through everything, but I can't find it. I'm so frustrated because I really enjoy adventures and I've been on this one for months.

One other thing, I have bought Nightmare and would you believe me if I said that I can't get out of the garden into the castle. As I said, when you get to my age (32) the mind tends to go a bit rusty, and not as sharp as it used to be. I do love a good RPG although I'm not very good at them.

Angella Allen, Putney

The real problem was an ugly brute called Otto who stood between you and the controls. What you need to do is create a diversion, and this is how you do it:- Use the electric cable on the electrical socket, operate the electric razor on the waste-paper basket and go to the exit on the right. Wait for the message from the razor "Explode, one, two..." As soon as this message appears use the cigarette on the computer. When the computer explodes you can operate Otto. Now you have all the time in the world to use the CD controls.

In *Nightmare* you can pass through a black doorway into a piece of the forest which is hemmed in by a hedge. On the wall is a red switch which will open up the hedge when operated. On the ground beside this switch is a twig. Pick up the twig then go looking for the tree monsters which guard the entrances to the various quests. If you 'click' on the tree monsters they will tell you what they are seeking. One of the trees is looking for its child, which is none other than the twig you hold in your hand. You must use your strongest character to throw this twig at the tree to make it disappear.

Police Quest II

I can diffuse the bomb on the plane in Police Quest II but when I arrive in Steelton I find that my girlfriend Marie is dead. I know I am supposed to phone the Steelton

Police and warn them about Bains, but when I get the number from the operator and dial it a man comes on the phone and just swears at me.

Sean Houlinhan, Hertfordshire

Sorry about that, I think that might have been me on the phone, but if you ring the wrong number you must expect to get sworn at. I always swear at people who ring me on a wrong number - mind you I swear at people who ring me up on the right number as well. What you should do is ask the operator for Colby's number (407-555-3323) and then phone Steelton Police (407-555-2677).

If you are 'really' desperate, you could write to:

**The Boggit, The Old Blackthorn Tree,
29, Blackthorn Drive, Larkfield,
Aylesford, Kent ME20 6NR**

Boggit's Domain

ACTION

All the Amiga games released in the last 12 months can be found here! Just read on to find out what's best and worst in each gamesplaying category.

ARCADE ADVENTURE

1 BEAST III

Psygnosis £25.99

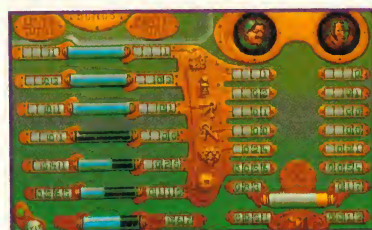
The superb final instalment in the *Beast* series. But don't shout 'you Beast' too loudly at the screen or the neighbours will wonder what you're up to...



2 THE CHAOS ENGINE

Renegade £25.99

Well-written game, but slightly lacking in variety. The Bitmaps hit the comeback trail.

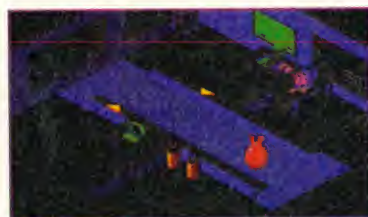


3 D/GENERATION

Mindscape £25.99

Initially the graphics may not

appeal, due to the fact that they're isometric. We assure you that after just a couple of games you'll be completely hooked.



4 STORM MASTER

Silmarils £29.99

Very weird, very different strategy game. Excellent.

5 LORDS OF TIME

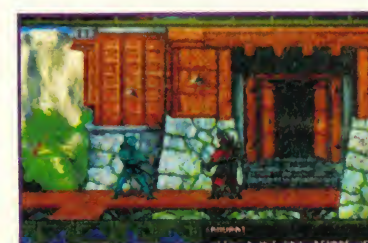
Hollyware £25.99

Quit your job – there's no way you'll want to go outside again!

6 SWORD OF HONOUR

Global £25.99

There are two ways to become a Ninja. One is to travel to Japan and spend 14 years tied to a wooden pole while everyone breaks paving stones over your head, the



other is to buy this game. Put your feet up and enjoy the excellent graphics and atmosphere.

7 INDIANA JONES AND THE FATE OF ATLANTIS

US Gold £25.99

Indiana Jones cracks his whip and the odd joke in this slick arcade adventure game, based on the famous film series. And you'd better not be afraid of snakes!

8 UNIVERSAL MONSTERS

Ocean £25.99

Really, not much has changed in this field gameplay-wise since *Knightlore* on the Spectrum. All the usual features and all the usual frustrations can be found in this. Not universally good.

9 DRAGON'S LAIR III

Readysoft £29.99

Graphically, so stunning it knocks your teeth out and buries them in the garden. But a little too difficult to get started.



10 THE RETURN OF MEDUSA

Starbyte £19.99

Futuristic *Dungeon Master* clone. We've seen it all before and to a much better standard than this really.

11 GUY SPY

Readysoft £29.99

Some ace graphics don't really save this overpriced spy scenario. A bit lacking in gameplay, which is a shame considering how long it probably took to program.

ADVENTURE

1 MONKEY ISLAND 2

US Gold £37.99

Shiver me timbers, pieces of eight, and how much wood would a wood chuck chuck if he could chuck wood? Classy, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.

2 LURE OF THE TEMPTRESS

Virgin £29.99

Gorgeous graphics, great sound, and it also has great gameplay! If you haven't got the money, tough! It didn't quite defeat *Monkey Island 2*, though.

3 DARK SEED

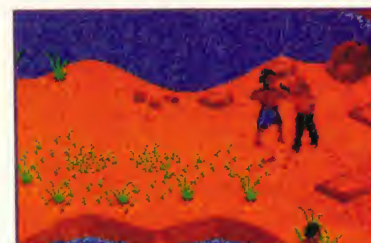
Cyberdreams £35.95

Explore a haunted house and the creepier parts of H.R. Giger's mind in this excellent, if gross, adventure.

4 INDIANA JONES AND THE FATE OF ATLANTIS (GRAPHIC ADVENTURE)

US Gold £37.99

Indy gets his whip out one more time. Can you prevent him from being arrested for indecent exposure? Superb adventure game.



5 THE LEGEND OF KYRANDIA

Virgin £25.99

A great adventure but on nine disks? Aren't things getting a bit out of hand?

GUIDE

6

CURSE OF ENCHANTIA

Core Design £34.99

One of the Amiga's finest adventure games. Nice one.



7

FLAMES OF FREEDOM

MicroProse £34.99

Abso-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own.

8

THE LOST TREASURES OF INFOCOM

Activision £29.99

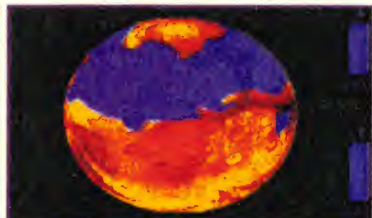
Fantastic collection of some of the best text-based adventures around. Worth buying for the *Hitchhiker's Guide* alone. Wonder what Boggit makes of this collection?

9

DUNE

Virgin £29.99

Interesting crossover of adventure and strategy. *Dune* fans will love this so if you don't know what *Dune* is about, now's your chance.



10

KGB

Virgin £30.99

Does KGB stand for Kiss Good Bye? Well, whatever it means, you won't want to let this go in a hurry.

11

WEEN - THE PROPHECY

Coktel Vision £25.99

Very weird, very different game. Nonetheless, an excellent release.

12

BAT II

Ubi Soft £34.99

If you're into difficult adventures, the BAT men at Ubi Soft may have something for you.

13

HOOK

Ocean £25.99

The film was a flop, the game isn't as good as the film. 'Nuff said.



14

FASCINATION

Digital Integration £29.99

Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet.

SHOOT'EM-UP

1

ALIEN BREED '92

Team 17 £10.99

Budget version of the ace blaster, much improved. Now contains different and more expansive levels, hence wipes the floor with other alien annihilators. Hope you got our solution in April's issue of AA!



2

DESERT STRIKE

Electronic Arts £???.??

Good taste ends up in the ejector seat somewhere on the Iraqi desert floor in this. Good warlike flight/fight number.

3

WALKER

Psygnosis £29.99

Simple, addictive shoot'em-up where death is the aim and blood is the game. Not quite up to *Project-X* standards, but a worthy challenger. Bit pricey though.

4

WING COMMANDER

Mindscape £34.99

Forget about playing this on an A500. Invest in an A1200, and you won't regret buying this space-based 3D shooter.



5

EPIC

Ocean £29.99

It certainly is. Buy it.

6

FIREFORCE

ICE £25.99

If your kids ask you what you did in the war, you can invent some pretty convincing stories after playing this a few times. Definitely a game for those who'd like to cut a few throats but are always slicing their fingers when buttering bread.

7

AMNIOS

Psygnosis £24.99

Multi-directional shoot'em-up that offers you a good all-rounder.

8

LETHAL XCESS

Grandslam £25.99

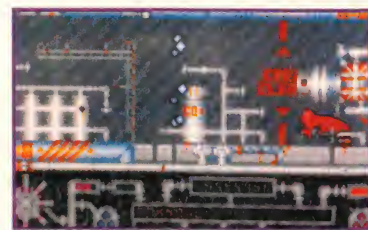
Worthy sequel to *Wings of Death*, but doesn't quite have the firepower to propel it into the first division.

9

HOSTILE BREED

Palace £25.99

Attempts to be original in the horizontal scrolling shoot'em-up dept can be very successful, or utterly disastrous. This somehow manages to fall in between the two.



10

WRECKERS

Audiogenic £24.99

An intriguing storyline enhanced by atmospheric graphics is ruined by over-simplistic gameplay. A good attempt though.

11

ALIEN STORM

US Gold £25.99

It doesn't and never could have lived up to the ace action and excitement of the arcade original.

12

CYBERBLAST

Innerprise Software £25.99

Equip yourself with a variety of anti-alien weaponry and go in search of inhuman activity in this great slaughterhouse favourite.

13

AQUAVENTURA

Psygnosis £25.99

A sea of disappointment awaits in this ocean-based title. Play this and get that sinking feeling.

14

THE OATH

Soundware £25.99

Why is it called *The Oath*? Is it because you'll spend most of your time cussing at the miserable speed and the predictable gameplay?



15

G-LOC

US Gold £25.99

The F14 flight simulator without the simulator. A fighter plane shoot'em-up, nothing more, nothing less.

16

COOL WORLD

Ocean £25.99

Based on the film which even the cartoon characters avoided mentioning in their CVs, this game is duller than being stuck in an igloo with a really dull person.



17

DALEK ATTACK

Alternative Software £16.99

Take on the role of the Doctor and save the world from the Dalek menace. Alternatively, buy a few planks of wood and build a staircase or two. It has the same effect. By the way, anyone seen the old Dr. Who re-runs? Sad, eh?



SPORTS SIMULATION

1

PGA TOUR GOLF

Electronic Arts £25.99

One of the best golf sims available, but if you don't like golf, forget it.



2

SENSIBLE SOCCER

Renegade £25.99

Fast-paced soccer game. If you hate the *Kick Off* series but enjoy football, this game is for you.

3

ARCHER MACLEAN'S POOL

Virgin £25.99

Ever been down the pub and groaned when someone fluffed a double into the middle pocket? Now you can do it at home and avoid buying the next round.

4

PREMIER MANAGER

Gremlin £25.99

This slide tackles other management sims off the pitch and avoids the red card by a wide margin. Excellent.

5

LINKS

Access £29.99

Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want?

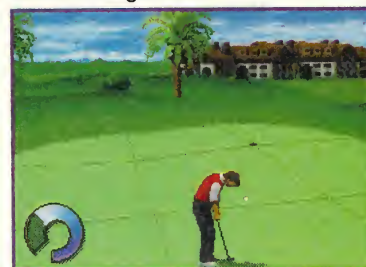
6

NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam £34.99

Played this a bit more recently and we're afraid it misses more than hits

now. Sloppy programming and too hard for beginners, it's a shame.



7

REBEL RACER

Starbyte £25.99

Tron light cycles rip-off on an original 3D tip. (What does that mean? Ed.) We like it – not a lot of other people will.

8

INTERNATIONAL SPORTS CHALLENGE

Empire £29.99

Average sports game for average sports gamers. Lots of unusual features to keep you busy.

9

TV SPORTS BASEBALL

Mindscape £29.99

Okay ball slugger.

10

CARL LEWIS CHALLENGE

Psygnosis £25.99

Athletics Ace Carl lends his name to this neat track and field game. Not the best in its class, but then old Carl himself couldn't get in the US 100 metres team!



11

MEGA SPORTS

US Gold £25.99

Lots to do here in this big sports collection. You won't ever need to venture outside again. What a prospect....

12

LIVERPOOL

Grandslam £25.99

Good football sim, with all the usual features.

13

WINTER SUPER SPORTS

Flair £25.99

Flair-y nice. This is a team to watch out for. Good all-round package with a great skidoo race.

14

TENNIS CUP

Loricel £25.99

Pretty so-so tennis sim. At least it gave us the chance to take the P out of Steffi Graf again.

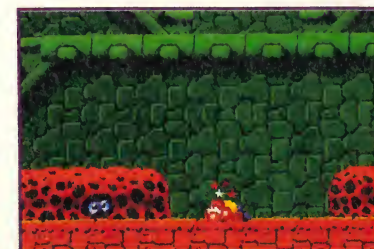


15

THE AQUATIC GAMES

Millennium £25.99

Indeed, this game is a tad fishy. Not really up to the standard we've come to expect from James Pond, it seems like a bit of a space filler (Shouldn't that be 'plaise filler'? – Hilarious Ed.)



16

STRIKER

Age £25.99

A football game where you can actually play football! The main play screen incorporates a different view to most and does away with the birdseye view for an elevated angle look. A reasonable enough kickabout for the money, but a long way to go to topple *Kick Off 2* from the Best Ever award.

17

CHAMPIONSHIP MANAGER*Domark* £29.99

Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there. Very in-depth and rewarding if you have the time and the inclination.

18

GRAHAM TAYLOR'S SOCCER CHALLENGE*Krisalis* £25.99

The Challenge is to guess how GT got the England Manager's job.

19

EURO SOCCER*Flair* £25.99

Basic footy sim.



20

EUROPEAN FOOTBALL CHAMP*Domark* £25.99

It's memorable because this is the game where not only can you tackle the players, but kicking and punching them is far more effective.

21

LEEDS UNITED*CDS* £29.99

Forget about the League. This game doesn't even get into the stadium.



22

CALIFORNIA GAMES II*US Gold* £25.99

I wish we could all be Californian.

Certainly this game doesn't make us want to walk around in ridiculous clothes and start riots in Los Angeles.

23

ESPANIA '92*Ocean* £29.99

If you couldn't afford £2000 to visit the Olympics, Ocean have done the next best thing. They've put it in a box and charged £30 for it. A good idea but a naff game.

THE GAMES '92 STATISTICS

1988	E. ROBINSON	USA	12.8
1989	D. BRASSETT	USA	11.9
1990	M. STEPHENS	USA	11.5
1991	F. BLANKENHORN	HOL	11.3
1992	M. JACKSON	AUS	11.2
1993	D. CORBERT	AUS	11.0
1994	M. RUGOLF	USA	11.0
1995	M. YVUS	USA	11.4
1996	M. YVUS	USA	11.0
1997	M. YVUS	USA	11.0
1998	M. YVUS	USA	11.0
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2080	M. YVUS	USA	11.0
2081	M. YVUS	USA	11.0
2082	M. YVUS	USA	11.0
2083	M. YVUS	USA	11.0
2084	M. YVUS	USA	11.0
2085	M. YVUS	USA	11.0
2086	M. YVUS	USA	11.0
2087	M. YVUS	USA	11.0
2088	M. YVUS	USA	11.0
2089	M. YVUS	USA	11.0
2090	M. YVUS	USA	11.0
2091	M. YVUS	USA	11.0
2092	M. YVUS	USA	11.0
2093	M. YVUS	USA	11.0
2094	M. YVUS	USA	11.0
2095	M. YVUS	USA	11.0
2096	M. YVUS	USA	11.0
2097	M. YVUS	USA	11.0
2098	M. YVUS	USA	11.0
2099	M. YVUS	USA	11.0
2100	M. YVUS	USA	11.0

24

ROBIN SMITH'S INTERNATIONAL CRICKET*Challenge* £25.99

Only so-so, even if you like cricket. As we don't, you can imagine how much we liked this.

25

EUROPEAN CHAMPIONS*Idea* £25.99

The only dribbling you're likely to do in this is because your mouth is open in amazement at such a lousy footy game.

26

FACE OFF ICE HOCKEY*Krisalis* £25.99

Oiling your body for combat should be more fun than this. We think. Somehow, this manages to make Ice Hockey look more like Curling.



27

WILD WHEELS*Ocean* £24.99

Wild wheeze more like. Mix car driving and soccer in the same game, and see the result putrify

before your very eyes. Most gruesome and one that Ocean should forget.

FLIGHT SIMULATION

1

REACH FOR THE SKIES*Virgin* £29.99

The best flight sim currently available on the Amiga.



2

GUNSHIP 2000*MicroProse* £34.99

Ace helicopter sim which blows holes in all the opposition.

3

COMBAT AIR PATROL*Psygnosis* £29.99

Sick people who got off on The Gulf War – The Magazine will be itching to get their hands on this Saddam simulation. Although taste-wise it's a bit dubious, technically, it's not bad.



4

SHUTTLE*Virgin* £44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.

5

A10 TANK KILLER V1.5*Dynamix* £34.99

Flying an F14 at high altitude is not much fun because you never see the ground. A10s on the other hand have to fly dangerously low bombing runs. Original but suffers from jerky play and poor updates.

6

B17 FLYING FORTRESS*Flight Sim* £34.99

Opinions vary about this on the AA team. Some hate it because it's tricky to get going and the crew selection is dull, others love it because it gets easier the longer you play it and the crew selection is involved. What else can we say?



7

AIR SUPPORT*Psygnosis* £25.99

We've been playing this again recently and unfortunately it looks like we were just a tad over-enthusiastic. It's not bad but nothing to really rave about.

8

FIGHTER DUEL PRO*Jaeger Software* \$59.95

Import-only flight sim. Not bad but nothing special. Only rush to buy it if your rich uncle made it a condition in his Will.

9

AV-8B HARRIER ASSAULT*Domark* £34.99

If this game was a real-life aircraft, they'd have made disaster movies about it. Well, luckily they didn't as this does badly enough on its own. Not very good.



RACING

1

FORMULA 1 GRAND PRIX

MicroProse £34.99

You'll never experience F1 thrills to the same degree again, unless of course you really drive the things.



2

NO SECOND PRIZE

Thalion £25.99

Thalion take all the awards in this excellent motorbike sim. Feel that throbbing between your legs as you mount this prize number.

3

LOTUS III - THE ULTIMATE CHALLENGE

Gremlin £25.99

The latest in the Lotus series probably isn't worth the dosh if you've already forked out for the other two, but otherwise it's an excellent alternative to hot wiring your neighbour's car.



4

CRAZY CARS 3

Titus £25.99

An improvement on the previous Crazy Cars duo. Compares favourably with Jaguar and Lotus.

5

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gremlin £29.99

The man Nigel lifted the trophy but this game fails to pip Lotus on the top place on the podium.

6

ROAD RASH

Electronic Arts £25.99

A highly strange name for a game. Adrenaline junkies are in for some road racing fun.



7

RED ZONE

Psygnosis £25.99

The Red Zone - that area where you fall off your motorbike and the other riders fail to see you.

BEAT'EM-UP

1

BODY BLOWS

Team 17 £25.99

After the disappointment of the Amiga version of Streetfighter II, Team 17 knock out the competition with a low blow. Excellent.

2

STREETFIGHTER II

US Gold £25.99

Slick game which kicks the heads in of most other beat'em-ups around. The Amiga version fails to live up to the hype though, which is a pity when you see what Team 17 were able to come up with.



3

WWF EUROPEAN RAMPAGE TOUR

Ocean £25.99

Resembles wrestling about as much as a car crash resembles a neat idea in recycling. Not wildly good.

STRATEGY

1

CIVILISATION

MicroProse £34.99

Quite a superb addition to the god business, from the game gods themselves.

2

CAESAR

Impressions £29.99

Not startlingly original in any sense but an excellent city sim set way back in the days of the ancient and infamous Roman Empire.

3

UTOPIA

Gremlin £29.99

Detailed and engrossing space-operatic affair which brings together the best of Sim City and Populous. A bit tough for some, but worthy of more cerebral gamers.



4

CAMPAIGN

Empire £34.99

Huge strat number livened by the odd arcade sequence. Engrossing and worth a squint.

5

PERFECT GENERAL

Ubi Soft £30.99

Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers. Look out for the data disks!

6

A-TRAIN

Strategy £34.99

Build your own rail network, nationalise it then sell it off to the highest bidder. You too can cause a political disaster in this excellent release.

7

SIM EARTH

Ocean £39.99

The manual for this took half a rainforest to make, so bear that in mind when you have to juggle the world's resources in this sequel to Sim Ant.



8

RAGNAROK

Mirage £25.99

Do the Loki Koki in this chess-type game based on the Viking legends. Meatheads can enjoy the gore while pretending to be intellectual. Give it a go.

9

SABRE TEAM

Krisalis £25.99

Be a SAS man and bring messages of peace and harmony the world. Or something. Interesting strategy game with plenty of killing involved.

10

SIM CITY

Infogrames £29.99

More cities, same gameplay. And they charged £30 for it. Well, our wallets are real, not simulated, and they weren't happy.

11

ROME AD92

Millennium £29.99

Rome if you want to... Okay, a bad joke, but the game's good and fun. Check it out.

12

HISTORYLINE

Strategy £34.99

Get bogged down in the First World War in this interesting and educational game. Can you help Lord Kitchener move his drinks cabinet two inches closer to Berlin?

13

VENGEANCE OF EXCALIBUR*Virgin* \$29.99

Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and quests to be undertaken.

14

VIKINGS*Krisalis* \$24.99

Strap on that horned helmet and go and conquer the world! An okay strategy game – at least you don't have to wear the ridiculous clothes, but we wouldn't rush.

15

FLOOR 13*Virgin* \$24.99

The British have their own secret service specialising in assassination and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to Number 10.

16

AIR BUCKS*Impressions* \$25.99

Control an airline in this second class entertainment. Pretty good for an Impressions game.

17

RAMPART*Domark* \$25.99

£26 seems like a lot of money to spend for just 5 minutes of entertainment. That is unless you live in King's Cross or something...



18

DISCOVERY IN THE STEPS OF COLUMBUS*Impressions* \$24.99

Explore the New World, kill lots of natives and the like. Should've been better.

19

WARRIORS OF RELEYNE*Impressions* \$25.99

Pretty standard Impressions strategy number. Lots of little guys kill each other on a graphically dull screen.

20

SIMANT*Ocean* \$34.99

When you see an ant colony, do you want to run it or pour boiling water over it? It's up to you...

21

NO GREATER GLORY*SSI* \$25.99

Definitely one for American Civil War experts. Trouble is, most of them were killed 130 years ago.



22

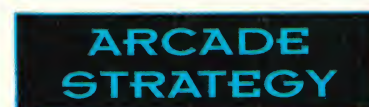
MAGIC WORLDS*Daze Marketing* \$25.99

RPG warriors/ heroes/tough nuts, this is a collection for you!

23

CONFLICT KOREA*SSI* \$29.99

Yet another production line strategy game. Crude graphics, usual strategy features. Certainly not anything particularly worth fighting over, but some people might like it.



1

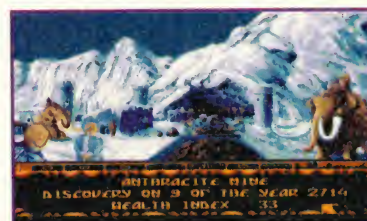
RULES OF ENGAGEMENT*Mindcraft* \$25.99

Great presentation, but the time delays on the Amiga make you want to bite bits out of a sofa. Far too slow and stressful for sofa lovers really.

2

TRANSARCTICA*Daze* \$29.99

Get on the train gang as you juggle with planetary resources in this Silmarils sizzler.



3

GALACTIC EMPIRE*Tomahawk* \$25.99

A futuristic adventure featuring some appalling vector graphics and equally poor sound effects. There were high hopes for this one but they soon disappeared. Which is what we did when we saw it.

4

CYTRON*Psygnosis* \$25.99

The sort of game you'll be running errands for your mum to avoid playing. Best enjoyed when you've nothing else to do – even then, there's always the car to clean.



1

ZOOL*Gremlin* \$25.99

Psychedelic graphics and strange monsters make this platform game a contender to kick *Sonic the Hedgehog's* ass.



2

ASSASSIN*Team 17* \$25.99

Assassin exterminates all the competition in this beat'em-up platformer.

3

THE ADDAMS FAMILY*Ocean* \$25.99

They're crazy and they're kooky. Yep, we're sure they are – over a thousand screens of platform fun!

4

ARABIAN NIGHTS*Platform* \$25.99

Join young Sinbad on his travels to rescue the beautiful princess from the clutches of the evil Grand Vizier. So no surprises here really.

5

PREMIERE*Core Design* \$25.99

You're a film editor and you've lost the film! And it's the Premiere! Easy to play, challenging, graphically superb... What more can we say about this excellent platform game?

6

PUTT*System 3* \$25.99

We all remember Silly Putty. You know, the squidgy stuff you could bounce, break and attempt to feed to the neighbour's dog. Well, it's back in this graphically excellent, although slightly sluggish game.

7

JIM POWER*Loricel* \$25.99

Fantastic gameplay and graphics really sell this amazing platform shoot'em-up game.

8

CHUCK ROCK II - SON OF CHUCK*Core Design* \$25.99

Well-executed platformer, sequel to the excellent original. Nothing really exceptional about this, but it keeps Core's reputation afloat.

9

SLEEPWALKER*Ocean* \$25.99

Humorous but slightly samey Comic Relief tie-in. Kind of describes Comic Relief itself, we suppose, but it would be churlish to gripe about something charitable.

10

CREATURES

Thalamus £25.99

Old C64 game makes a triumphant conversion onto the Amiga.

11

LIONHEART

Thalion £25.99

Well-presented platformer let down only by being a bit too easy.

12

TROLLS

Flair £25.99

The Trolls return to gasps of disbelief from those who encountered them in plastic form all those years ago.



13

RISKY WOODS

Elect Arts/Dynamics £19.99

Another quality platform product from EA.

14

MCDONALD'S LAND

Virgin £25.99

A worrying new trend is stalking the world of computers. Product placement hits the big time in this stomach churning release.



15

ELF

Ocean £24.99

A pixie-lated hero in its true sense (whatever that means - Ed.), this turned out to be a surprising stormer from Ocean.

16

BC KID

Ubi Soft £25.99

Graphically, so cute it makes you want to vomit over your mum's carpet. Well worth buying a mop and a packet of Stain Devils for.



17

JOE AND MAC

Platform £25.99

Rescue your kidnapped love in this Caveman caper. Comes into its own in two-player mode.

18

LETHAL WEAPON

Ocean £25.99

Riggs and Murtaug do their best to waste another few square kilometres of bustling metropolis. OK but sadly lacking in variety.

19

CRYSTAL KINGDOM DIZZY

Codemasters £19.99

Although it's probably the best Dizzy game so far, it lacks the clout to take on the best full-pricers.

20

DOJO DAN

Europress Software £25.95

Middleweight platformer which lacks the clout to put a dent in the opposition. A pity.

21

UGH!

Play Byte £25.99

Actually, the game isn't as bad as it sounds, although it's a little short in the lastability department.

22

TEARAWAY THOMAS

Soundware £25.99

More frustrating than being locked in a room and glued to the ceiling.

23

DOODLE BUG

Core Design £25.99

Core slip up with this release. Sub Sonic in every sense.

24

CAPTAIN DYNAMO

CodeMasters £7.99

Well worth breaking into £10 for.

25

HOI

Software Business £25.99

Don't expect much from these green screen heroes.

26

COOL CROC TWINS

Arcade Masters £25.99

Why do we get wary when lovable green creatures with attitude start to appear? Call it Turtleitis.

27

CRAZY SEASONS

Idea £25.99

We'd rather have our teeth extracted with a rusty nail and a five foot hammer than sit through this abysmally easy and dull platform game again.

PUZZLE & QUIZ

1

LEMMINGS 2

Psygnosis £29.99

The latest *Lemmings* fails to disappoint - in a big way. It's so good we're not even going to tell you how good it is. Buy it and see for yourselves.

2

BILL'S TOMATO GAME

Psygnosis £25.99

Fruity number (groan) ripe (aargh) for the plucking (mfrmbles).

3

TRODDLERS

The Sales Curve £25.99

Throw yourself off a cliff in style.

4

PUSH OVER

Ocean £25.99

Interactive domino toppling, yep this game takes the P out of most other puzzle games.

5

GOBLIINS 2

Coktel Vision £29.99

Sequel to *Gobliins*. Excellent.



6

WIZKID

Ocean £25.99

Great graphics and silly fun abound in this vegetable-based game. Yes, we did say vegetable. Honestly.

7

GOBLIINS

Dream Factory £25.99

A tricky little number with a few irritating features. And that's just the elf who lives at the bottom of our gardens. (You feeling all right? - Concerned Ed.). Not as good as its sequel though.

8

BUGBOMBER

Kingsoft £24.99

Strangely addictive puzzle bomb'em-up. Check it out.



9

HUMANS - THE JURASSIC LEVELS

Puzzle £29.99

More of the same from the little

tykes in this stand alone or data disk release. Not really enough new stuff here to justify the price.

10

CASTLE OF DOCTOR BRAIN

Sierra £34.99

Complicated, taxing, impressive.

11

STEG

Code Masters £7.99

Slippery fun with a cute slug.



12

SUPER TETRIS

MicroProse £29.99

Nice blockbusting work from MicroProse in this worthwhile update to the *Tetris* phenomenon. There's an explosive element, too, just to keep things ticking over.

13

TINY SKWEES

Loriciel £26.99

Why is this game lacking in originality? It'll put a smile on your face for a while.

14

STONE AGE

Grandslam/Eclipse £25.99

The only puzzle about this is how it got out of the building without being strangled. Typical blocks and shocks rescue number.

15

LOCOMOTION

Kingsoft £25.99

A train game with all the interest of a British Rail timetable.

16

CATCH 'EM

Prestige £25.99

Dodgy game with puzzle elements. 'Nuff said really.

ROLE PLAYING

1

AMBERSTAR

Thalion £29.99

It's been a pretty lean time for decent RPGs this last few months, but *Amberstar* bursts on to the scene to put the rest to the sword. Not much cop graphically-speaking but some excellent gameplay makes this one worth catching hold of.

2

ABANDONED PLACES 2

RPG £34.99

You saw our coverdisk demo, now play the entire version of the excellent hack 'n' slash epic. Great fun.

3

BANE OF THE COSMIC FORGE

US Gold £37.99

Excellent gameplay, and a real RPG for those who like dressing up in a troll's clothing. We don't think we need to say much more than that...

4

EYE OF THE BEHOLDER II

US Gold £32.99

It's the sequel to the amazing *Eye of the Beholder*, it's bigger and better than its predecessor. It's an absolute essential so flippin' well run to your software store and buy it now. Definitely numero uno.

5

LEGEND

Mindscape £30.99

Dungeons & Dragons games tend to be just too complex for the beginner, yet rather too easy for the expert. Happily, this is not the case with *Legend*. It's suave, fresh, cool.

6

PALADIN II

Impressions £29.99

Excellent strategy number. Impressions come back to impress us after a shaky few months.

7

KNIGHTMARE

Mindscape £30.99

Not much to do with the TV program of the same name but this game will put down most others of the *Dungeon Master* genre.

8

WAXWORKS

Accolade £29.99

The computer equivalent of a John Carpenter movie. If you have willies, this will certainly scare them out of you.

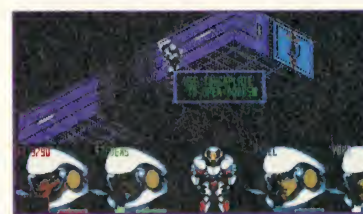


9

SHADOWWORLDS

Krisalis £25.99

Some frustrating moments but a generally good all-rounder.



10

STARFLIGHT 2

Electronic Arts £25.99

Plenty of RPGish teasers. Fans of the original will not be disappointed.

11

DUNGEON MASTER/ CHAOS STRIKES BACK

Psygnosis £25.99

A decent couple of titles that still stand up well today. Brings out the devil in you...

12

EXODUS

DMI £25.99

An unoriginal plot is turned into a neat space combat strategy sim. Worth a look.

13

SHADOWLANDS

Domark £25.99

The first in the successful series, it was one of Domark's first excursions into role playing territory. And it was good too!

14

ISHAR

Silmarils £29.99

Initially frustrating but stick with it to reap plenty of rewards.



15

LEGENDS OF VALOUR

US Gold £39.99

Slow on an A500, ridiculously priced, and obviously aimed at A1200 owners. Why don't the companies come right out and say it, and stop trying to sucker owners of the less powerful machines?

16

MEGATRAVELLER 2

Empire £29.99

Good, but we found it too graphically crude and frustrating.

BAT & BALL

1

PINBALL FANTASIES

21st Century £27.99

What a brilliant game. A simple idea, with wild graphics and some loony tunes, this is a must-buy. The awesome sequel to the original.

2

BUNNY BRICKS

Daze £25.99

There are two ways to lose interest. One is to deposit a large sum of money in the Cayman Islands branch of Maxwell Plc, the other is to play this horrific creation for any time period over 2.5 seconds.

SWAP

I'll swap Silent Service 2, TV Sports Football and Awesome for Alien Breed '92, European Football Champ, Putty or RoboCop 3. Also willing to swap each game separately. Telephone Craig Egan 0993-898222.

For sale: GVP HD with 52Mb for A500. £280. Call Nigel Higgs on Worcester 350632.

Swap Campaign (from Empire) three weeks old and in mint condition for Streetfighter II in good condition or Monkey Island 2, Lotus III, Cruise For A Corpse or Road Rash. Telephone 0297-442485.

Wanted: contacts in the UK! Send lists to Chris and Jut, 46 Woodmancott Close, Forest Park, Bracknell, Berkshire, RG12 3XU.

For sale Nintendo Gameboy with Tetris, Spiderman and Turtles games (all boxed as new). £60 or swap for Amiga software - all games considered. Write to Claire Charles, 29 Woodlands, Gwersyllt, Wrexham, Clwyd, LL11 4NL.

Voltmace Delta 3A analogue joystick, as new, used once. Will swap for Road Rash or Populous II or Pinball Fantasies or Space Crusade. Will also swap Special Forces for Civilisation, Railroad Tycoon or Silent Service 2. Ring Brian Mounsher 0935-72694.

I would like to sell the following games for the Amiga 1meg. Harlequin £10, Titus The Fox £10, Man Utd Europe £10, R-Type £10, Saint Dragon £5, Forgotten Worlds £5, Blazing Thunder £5, Barbarian II £5. All games are in good working order and in excellent condition. All games have instructions with them and are 500+ compatible. Call Paramjit Sahota 0902-871017 or write to 78 Woden Road, Park Village, Wolverhampton, West Midlands, WV10 0BB. Swap Lotus II and III, Stunt Car

Racer, Vroom, Fire & Ice, Hunter, Supercars, Kick Off 2, John Madden's Football, Pinball Dreams, The Addams Family, Turrican II and many more. Would like Pinball Fantasies and any others considered. Contact Adrian after 4pm on 0768-65387 or write to 5 Pategill Walk, Penrith, Cumbria, CA11 8JY.

Swap Red Heat, Captain Blood, Goldrunner or F29 Retaliator for Space Crusade, Sensible Soccer, Man Utd Europe, Superhero or European Rampage. Andrew Kennedy, 13 Willow Tree Close, Shippon, Abingdon, Oxfordshire, OX13 6LU or phone 0235-528201.

Swap / sell Willy Beamish, Mega Twins, Rick Dangerous 2, Man Utd Europe (no instructions), European Soccer Challenge. Any two of the above for Amberstar, Legends Of Valour, Might And Magic III. Telephone Gareth Turner 0766-85203.

A Power Computing PC720B Atari disk drive, built-in blitz turbo and virus blocker. Almost brand new, still boxed with lead and instructions. Worth £70, sell for £50. Contact Leigh Derryment 0268-553440.

Swap Pacific Islands, Another World, MicroProse Golf, Epic, Championship Manager for Crazy Cars III, RoboCop 3, Project-X or any good 500+ games. K Newton, 42 Tanfield Road, Wrekenton, Gateshead.

Wanted: Amiga contacts around the Nottingham area. Telephone Nottingham 425073.

Amiga 500 for sale with Action Replay Mark III cartridge, 1Mb RAM, new power supply, games, joystick, dust cover, etc. All in good working order. Very good condition. Still boxed. £295. Telephone Lee on 0705-450805. Swap or sell First Samurai,

Fireforce, Jimmy White's Snooker, John Madden's, Jahangir Khan Squash, Panza Kick Boxing. Wanted: Road Rash, Archer Maclean's Pool, Kick Off 2, RoboCop 2 or 3. Ring Neil Champion 0278-426496.

I would like to swap Double Dragon for either WWF or Jimmy White's Snooker for the Amiga 500. Phone Justin Fisk 0394-460695.

Wanted: Amiga contacts 101% reply. Looking for a contact, look no further. Send disks, letters to Adrian Coupland, Wall Lodge, Bannister's Lane, Frampton Boston, Lincolnshire, PE20 1RD.

I will swap my TNT2 for your Sim City. My Smash TV, The Winning Team, Pitfighter and Kick Off 2 for your A-Train. And my T2 and Continental Circus with Ninja Warriors for your Utopia. Get in touch with Chris Sullivan, 129 Great Whyte, Ramsey, Cambridgeshire, PE17 1HP.

Hunter, Dark Seed, Shadowworlds, First Samurai, Magic Pockets, Parasol Stars, Tearaway Thomas, Captive, Harlequin, The Immortal. £12 each or swap for Legend, Wizkid, Dune, BAT II, Ween. Steve Nicholls, 8 Whitehead Street, Swindon, Wiltshire, SN1 5JX.

For sale: Amiga 500, 1Mb RAM, all leads, manuals, etc. and Workbench 1.3. Comes with DPaint II, brand new mouse, several games including Monkey Island 2, Lotus II, Ultima VI, Thunderhawk, Prince Of Persia. Sell for £269. Telephone Jay Howse 0706-815376.

I would like a penpal aged 15-16 years of age who owns and Amiga 500, 500+ or 600. Write to Samuel Brandner, 10 Skeney Road, Stotford, London, E15 4BA.

I will swap F-15 Strike Eagle II

and Jaguar XJ220; New Zealand Story, Captain Planet and RoboCop for Monkey Island 2, a decent beat'em-up and Birds Of Prey. Must be compatible with A500+. Telephone Adam Kenworthy 0455-250009 after 4pm but before 6.30pm.

Amiga contacts wanted in England. Reply guaranteed. Send lists of games to Jeff Oldfield, 36 Colister Gardens, Darnall, Sheffield or call 0742-448534.

I have Monkey Island 1 and 2 plus half meg memory expansion for A500. To exchange for Leisure Suit Larry 2-3 or Space Quest III. (London only). Call Tsagaratos Harry after 5pm on 071-243-0267.

To swap: Das Boot, Match Of The Day, TV Sports Football, Dragon Force for any good strategy games, ie; Campaign, Civilisation. Martin Morgan, 14 Crummock Road, Moorclose, Workington, Cumbria, CA14 3RS.

I'll swap Lotus II and Navy SEALs for Sensible Soccer or F19 Stealth Fighter. Richard Murphy, 14 Alder Avenue, Aston Park, Deeside, Clwyd or call 0244-814200.

Swap Award Winners pack (containing Kick Off 2, Populous, Space Ace and Pipemania) for Speedball 2, The Chaos Engine, Carl Lewis Challenge, Stereo Master, TV Sports Boxing, Striker or compilation with any of the above games. Phone Maurice Makin 091-519-3359.

Selling Nintendo Entertainment System, boxed, with Mario game. Only £50. Please contact Sue, 7 Kingswood Place, Corby, Northants, NN18 9AP.

I want help with Lost Patrol. Telephone Alex Cribben 0689-824436.

Will swap: Sega Megadrive

SHOP

complete with five games (John Madden's, PGA Golf, Zany Golf and World Championship Soccer for an A500 or A500+. Call Daniel Higgins 0623-847865.

I will swap or sell: Hook, Lemmings, Gary Lineker's Hotshot, Fire & Ice, Beast III and Streetfighter II for any of the following: Eye Of The Beholder, Reach For The Skies, Heimdall, Zool, Body Blows and Project-X. Telephone Gary Turley 0693-66428.

For sale Ultima VI, Parasol Stars, Fuzzball, Oh No! More Lemmings, Populous II, £10-#215. Also Scribble £40 and two Panasonic 24-pin multi mode printer £140. All in very good condition. Phone Stephanie Young 0628-486810.

Amiga games for sale. Heimdall £10. Chips Challenge £8. Harlequin £10. Telephone Andrew Woodhead 0222-891146.

Monkey Island 2, Thunderhawk, Mean Streets and more to swap for Enchantia, Kyrandia, Reach For The Skies, Airbus or good flight sim. Contact Andy Nash on 0932-850005.

I am trying to set up my own PD library. To do this, I am going to need your PD so if you own any PD, I'll be glad. If you send me your disks, I'll be able to send you PD of the same quantity and quality as the ones you sent me. Russell Lewis, 44 Moreton Road North, Luton, Bedfordshire, LU2 9DP.

Amiga 500, 1 Meg, as new, vgc. 60 games, utilities, etc. Mouse, joystick, loads of extras and £60. Will swap for an Amiga 1200 with some games. Call Chris, 081-530-4047.

I have got Emlyn Hughes, MicroProse Soccer and Gazza 2. For sale or swap for any up to

date game. Phone Adam 0334-52311.

For sale - super games: North And South £5, F29 Retaliator £10, Ultimate Golf £5, DPaint II £10, Carl Lewis Challenge £10, Future Wars £10 or swap all for half or 1 meg. Also for sale, Summer Olympiad £10. Peter Stocker, 6F Peabody Building, Rodney Road, London, SE17 1BJ or telephone 071-703-7323.

I will swap James Pond, Steg The Slug, Frankenstein, Altered Beast, Super Seymour, The Untouchables or Pro Boxing for Stunt Car Racer, Saint Dragon, Impossamole, Full Contact, The 3 Stooges, Smash TV or Rolling Ronny. Write to Matthew Fletcher, 38 Landgate Road, Handsworth, Birmingham, B21 8JH.

I will swap Megalomania for Lure Of The Temptress, Striker for Curse Of Enchantia, Battle Isle for Cruise For A Corpse, Utopia and Sensible Soccer for Fate Of Atlantis, Castles and Man Utd for anything. Same with J Khan Squash. Nigel Pope, Helford Cottage, Greenbank Crescent, Porth, Newquay, Cornwall or ring 0637-878046.

Amiga 600 contacts wanted from UK and abroad to swap games. All letters will be answered next day. Contact Richard Winwood, 73 Corporation Road, Gillingham, Kent.

I have: Road Blasters, Space Harrier 2, Shinobi, Flip-it And Magnose, Maddog Williams and Zak McKracken. Would like: Dynablaster, Zool, The Chaos Engine, Putty or Lure Of The Temptress for any two of my games. May consider other games. Contact Craig Turner, 2 Caed y Glyn, Gellilydan, Blaenau Ffestiniog, Gwynedd, LL41 4EL or phone 076685-203. Has anyone got some Lemmings codes? If so, send them to

Christopher Gibson, 3 Laurel Farm Cottages, Bonds Corner, Grandisburgh, Woodbridge, Suffolk, IP13 6RT.

I would like to swap The Addams Family, Super Space Invaders or Cisco Heat for WWF European Rampage or Dragon's Lair I, II or III. Telephone Mark Newton 0709-531794.

To swap: Birds Of Prey and also Mig-29 Super Fulcrum. I am after an external drive and Lure Of The Temptress. Also after Monkey Island 1, Body Blows or any of the Dizzy collection. Tony, 7 Elder Close, Plympton, Plymouth, Devon, PL7 3GG or call 0752-336472.

Hey, Amiga players! Do you want some advice on the world's best laser game, Quasar? What the ultimate fanzine to make you reach top gun? Cheats, tips, hints or map-outs? You GOT it! Send a large SAE to Quasar Force, c/o 30 West-View Road, Keynsham, Bristol, Avon, BS18 1BG.

Wizard Warz, Rock Challenge, Dungeons & Dragons, Arthur: The Quest For Excalibur, Maniac Mansion, Chronoquest, Nevermind, Baal, RVF Honda, Night Breed, Beast I and II, Treasure Island Dizzy, Switchblade, Spike, Football Pinball, Super Wonderboy, Castle Master, Scapeghost. FOR THE FOLLOWING: Eye Of The Beholder I or II, Cadaver, The Chaos Engine, Alien Breed '92, Hero Quest, Supaplex, Might & Magic, Bane Of The Cosmic Forge, Legend, Graham Taylor's, Legend Of Kyrandia. Will consider swapping three of mine for one of the above games. Write to T Parish, 13 Baxter Road, Lewes, East Sussex, BN7 2SP.

Swap Populous and Pipemania or Kick Off 2 for Jimmy White's Whirlwind Snooker (in good condition). Richard McCulloch, 5

Westland Road, Magherafelt, County Londonderry, Northern Ireland, BT45 5AT or telephone 0648-31280.

Swap or sell! Swap: Monkey Island 1 and 2, Graham Taylor's, Gods, Xenon II, John Madden's, TV Sports Baseball. All this for only two - one is Indy 4 Fate Of Atlantis (Graphic Adventure) and the other one you choose. Sell: five budget titles for only £15. Write to Joaq Nuno Ales, 16 Margarete Road, London, N16 6UX.

I have Life And Death, Spiderman, Keef The Thief, Castle Master (including Castle Master 2), RoboCop, F29 Retaliator and Hard Drivin'. Will sell for £10 each or swap three for Monkey Island 1 or 2, Dark Seed, Heart Of China or any other decent adventures. Telephone Kevin and Joanna Evans on 0332-47873.

Will swap Streetfighter II for Monkey Island II and Race Drivin' or Cisco Heat for Rampart. Must be boxed with instructions. Also Flight Of The Intruder for Knights Of The Sky. Sandy Wilson, Ross House, Main Street, Halbeath, Fife, Scotland, KY11 5EE or ring 0383-728906.

Please help. I am stuck on Beast II. Does anybody know the password on Level One when you come to a strange dragon's head? Alexander Burdett, Park View, Park Lane, Rodsley, Ashbourne, Derby, DE6 3AJ or phone 0335-330548.

I've got TV Sports Basketball, PGA Tour Golf and courses, RoboCop, Thunderhawk, WWF Wrestlemania, Damocles, Fish!, Toyota Rally, Turtles, Powerdrome, Batman, Robin Hood, Speedball, Speedball 2. Swap or sell - offers. Telephone D Bond on 0308-25561. Amiga games very good condition, cheap, also PD to sell

SWAP SHOP

at 75p, hundreds of titles, the latest and greatest. Send 50p and SAE for disk catalogue to L Tyree, 5 Westbourne Road, Marsh, Huddersfield, HD1 4LQ.

Wanted: Michael Rushcroft, you wrote to me offering your F-15 Strike Eagle II for my Lemmings and Captain Planet. However, you forgot to include your address so I can't contact you! Please write back to me, this time including your address. Shazad Aleem, 35 Jallot Walk, Church Road, Willesden, London, NW10 9HU.

Will swap Grand Monster Slam and Dungeon Master for Myth. Two for one. Boxed only. Don't miss this bargain! John McGurk, 97 Berwick Road, Greenock, Renfrewshire, Scotland, PA16 0HL or ring 0475-31760.

I will swap my Paperboy 2 (boxed) and Sensible Soccer for either Striker, Liverpool or any other decent soccer game. James Cassidy, 8 Chestnut Close, Rushmere Street, Andrew, Ipswich, Suffolk, IP5 7ED or telephone 0473-717919.

I would like Heart Of China, BAT or Special Forces. Will exchange any for Legends Of Valour, Ashes Of Empire, Rome AD92, Wing Commander, Shuttle or AV-8B Harrier. Phone Peter Pike 0909-476678.

Swap CDTV and keyboard, disk drive, remote (six months old, vgc) for A1200. Call in or write to Mark Mandeville, 22 Arnold Road, Shirley, Solihull, West Midlands, B90 3JP.

For sale Goblins 2 £15, Final Fight, WWF, Pitfighter £20, Hydra £15, Spellbound £5, Captain Dynamo £5, DPaint II £5. Or the lot for £65. Phone Tony Eaton 0322-338411.

Atari 1040 STE computer plus manuals, accessories. Over £1000 worth of boxed games. Over 50 magazines and disks. Colour TV plus loads of extras. £400. Compatible printer

available if needed £70. Tony Bray, 9 Bede Haven Close, Bude, Cornwall, EX23 8QF or phone 0288-352094.

I have Epic, Zool and Legend Of Kyrandia to swap for Campaign, Civilisation, Sim Earth, Reach For The Skies, AV-8B Harrier Assault, Silent Service II, M1 Tank Platoon. Any one for one. Also others for swaps. Telephone Michael Brace 0322-272098.

Amiga contacts / penpals wanted: 100% reply, loads of stuff. Your lists for mine. Write to Andrew Fletcher, 24 Park Close, Burgess Hill, West Sussex, RH15 8HL.

I will swap Monkey Island 1 and 2, Heimdall, Assassin, Captive, Alien Breed 1 and 2, Premiere, Celtic Legends, Kyrandia, Rome AD92, Troddlers, Space Crusade, Battle Isle 1 and 2, Nightmare, Battle Of Britain. For: Curse Of Enchantia, Project X, Sensible Soccer, Myth, The Chaos Engine, Legend, Amberstar. Contact P Hooper, 25 Mandeville, Orton Goldhay, Peterborough, PE2 5RR or call 0733-236072.

Sell / swap: Streetfighter II, Striker, Midwinter 1 and 2, Future Wars, Gods, Cadaver, Alien Breed, First Samurai, Manic Miner and Pro Tennis Tour. All boxed. Wanted: Myth, Beast III, Fireforce, No Second Prize, Kyrandia, Lure Of The Temptress, Fate Of Atlantis, Archer Maclean's Pool and The Chaos Engine. Telephone Peter Smallbone between 6-8pm on 0494-524592.

Amiga contacts wanted to swap games: I have Special Forces, Lemmings 2, Streetfighter II, Troddlers, Wing Commander, Nick Faldo's Golf - for Harlequin, Lionheart, Caesar, Myth, Stunt Car Racer, Historyline, Archer's Pool. Swap negotiable. Michael Bog, 40 Highview Avenue, Great Clacton, Essex, CO15 4DX or ring 0255-427289. To anyone owning an Amiga between 12-15. I will swap or

sell loads of games. Send me lists of games and I promise to reply promptly. Contact Rhodri Jones, 3 Briarwood Gardens, Newton, Swansea, West Glamorgan, SA3 4RG.

Laser Squad wanted. Will swap for any one of 40 originals or am willing to pay cash. Alan Mason, 77 Park Road, Loughb, Leicestershire or phone 0509-263071.

Will swap Monkey Island 1 for DPaint III. Also Monkey Island 2 for animation package (preferably Disney Animation Studio). Also have A500 half meg memory upgrade with clock and ROM sharer - any offers? Write to A Story, 110 Cumberland House, Kingston Hill, Kingston Upon Thames, Surrey, KT5 B69.

To swap - Sensible Soccer, Heimdall, Paperboy 2, Curse Of Ra, Sorcerer Lord, Bart Simpson, Popeye 2 for Silly Putty, Parasol Stars, Rodland, Bubble Bobble or others. Carlos Sousa, La Route Villa, Cobo Road, Catel, Guernsey, Channel Islands or phone 0481-57588.

Fighter Bomber and 13 budget games, including Batman, New Zealand Story, Ikari Warriors, Wizball, Barbarian and FA-18 Interceptor. To swap for Premier Manager or sell (Bomber £10, others £4). All games boxed with instructions. Please ring Stacy Mayers after 5pm on 0507-605674 or write to 14 Hawker Drive, Louth, Lincolnshire, LN11 8SH.

I'll swap or sell: Streetfighter II, Pinball Fantasies, Premier Manager, Reach For The Skies, Lemmings 2, Sensible Soccer 92/93, Lionheart and loads of other latest games. Contact Richard Thomas between 5-6pm all days. Phone 0443-834088.

I will swap A320 Airbus for F19 Stealth Fighter. Please contact Philip Ellis by phoning 081-341-3315 or write to 12 Wood Lane, Highgate, London, N6 5UB.

PGA Tour Golf game for sale, data disk and courses disk. £15 brand new. Also Paradroid '90, instructions, £10 brand new, and Cool Croc Twins, instructions, access codes, etc. Only £10. Contact David after 4pm on 0270-214296 or write to 38 Bleasdale Road, Coppenhall, Crewe, Cheshire, CW1 4PZ.

Gamer Link! The only penpal club for Amiga gamers! Over 200 members worldwide waiting to write to you! Free swap service, club fanzine and more! Send an SAE for details to Stu and Dave, 28 Churchfield, Ware, Hertfordshire, SG12 0EP.

For sale. Amiga 600 as new, only six months old. £200. Telephone Allan Jones 0252-28302.

I will swap Treasure Trap, Cybernoid II and Batman - The Caped Crusader for Fire & Ice or Rubicon. Write to Steve Owczarek, 235 Kingswood Drive, Kitchener, Ontario, Canada, N2E-1N1.

I will swap F-15 Strike Eagle II for Indiana Jones - Fate Of Atlantis (Graphic Adventure) or Lemmings 2. I will also swap T2 and Lemmings for Monkey Island 2 or Monkey Island for Streetfighter II. All in good condition and all come in boxes with instructions. Neil Jobes, 11 Cairnburn Gardens, Belfast, Northern Ireland, BT4 2HY or phone 0232-760333.

Amiga 500 for sale. Very good condition. 1Mb. Mouse, dustcover, two Maverick joysticks, two disk boxes, Workbench disk, DPaint II and the following games: Streetfighter II, Putty, Fire & Ice, Lethal Weapon, Space Ace 2, Spellfire The Sorcerer, Guardian Angel, Batman The Movie, Wizball, Captain Planet, Nightbreed, Altered Beast and more. Will sell for £300. Ring Thomas after 4pm on Cardiff 764960 or write to 11 Sherborne Avenue, Cyncoed, Cardiff, CF2 6SJ.

I'm looking for Amiga contents all over the world. Send letters and lists to Jack Andre Tiedemann, Myrvangen 6,

3030 Drammen, Norway.

I will swap Time, Lemmings, Batman The Movie, Bart Vs Space Mutant and Manhattan Dealers for Indy 4, Monkey Island 2 or Knights Of The Sky. All 500+, 600 compatible. Good condition. Stephen Powers, 8 The Leaway, Shirebrook, Mansfield, Nottinghamshire, NG20 8EB or phone 0623-743522 between 5-8pm.

I would like a female penpal between the ages of 20-23 who owns an Amiga 500 or Super Nintendo. Write to Jason Lawlor, 142 St Andrews Road, Southsea, Portsmouth, Hants, PO5 1EX.

GVP A530 Combo with 52Mb hard drive and 1Mb 32-bit RAM. For use with A500 or A500+. Only five months old. 19 months warranty left. £475 ono. Telephone Lee on 0258-857027.

I will swap Gobliins for Elf or SimAnt. I will swap Lemmings, Captain Dynamo, Captain Planet for Monkey Island II, Premiere or Humans. All boxed and with instructions. Phone Steven Temple after 5pm on Crawley 510347 or write to 156 Seaford Road, Broadfield, Crawley, West Sussex.

Amiga 500 computer games for sale (not 500+), Workbench 1.3. Over 50 to choose from, some old, some new. All boxed with instructions. Prices from £3-#10. Contact Juda Jnr on 081-695-5896 from 9am-5pm Monday to Thursday, 9am-1pm Friday.

If anyone would like to sell their copies of Pinball Fantasies or Pinball Dreams, I would like to buy either or both for £5 each. Have James Pond II. Swap or sell for £3. James Saunders, 6 Stanford Road, Shefford, Bedfordshire, SG17 5DS or call 0462-813036.

For sale or swap - Alien Breed '92, BSS Jane Seymour, Project X, Shadow Warriors, Turrican, Strider and Rotor. I also have various posters! Also for sale is one radio-controlled car (Mardave mini stock) with chargers and radio gear. £70 ono. Nick Smith, 4 Heath View,

Leek, Staffordshire, ST13 7AT or phone 0538-360297.

I will swap First Division Manager, Lemmings and Bart Simpson for Sensible Soccer v1.1. Also, Switchblade II for Super Hang-On. Phone Dean on 071-708-3269.

Help, help, help desperately needed at about Level Eight in Dungeon Master and Level One in Cadaver. Also will swap Heimdall for Chaos Strikes Back. Write to Glenn Britton, 161A Byron Road, Wealdstone, Middlesex, London, HA3 7TB.

I will swap Zool, Epic, Heimdall or Bonanza Brothers for Project-X, RoboCop 3, Legend or Eye Of The Beholder II. Other games considered (must be A1200 compatible). Simon Brencher, 7 Park Square, Park Road, Esher, Surrey, KT10 8NR or call 0372-467821.

I would like to swap Space Crusade with Parasol Stars, and GFL Championship Baseball for Sleepwalker, Fire & Ice and Zool. Ring Adam Mailey 051-677-6761.

Will swap cheats for cheats. Know over 200 cheats. Amiga 600 only. Also want penpals 13-16. Phone Colin on 051-427-1450 or write to 21 Ryegate Road, Liverpool.

Wanted: Amiga contacts. Send lists to Richard, 229 Chapman Hall, Bishops Rise, Hatfield, Hertfordshire, AL10 9BT. 100% reliable reply.

Swap / sell Steg The Slug and Night Breed for Putty or Zool. Call Tom on 0295-711005 between 4.30-9pm weekdays.

A500+, ROM sharer, Cartoon Classics pack, keyboard cover, mouse mat, holder, 40 blank disks, some Amiga magazines, Action Replay MkIII (two months old), Bubble Dizzy, Beast II. All worth about £450. Selling for £390 ono.

Amstrad 6128 keyboard, laser Basic, Soft 968, 180 magazines (Amstrad, inc. AA with covertapes, ACU, CWA), books,

disks, cassette games, and more! Will swap for any Amiga products or sell cheap. Telephone Frank Lawford 0274-612205.

Swap: Megadrive with three games: EA Hockey, Sonic, Sonic 2. All three over 90% games. Swap for Amiga 500+ or 600 with games and joystick and mouse. Contact Justin on 0928-718323.

Amiga 500+ for sale. Boxed as new. Includes seven games, mouse, joystick, loads of PD disks, TV modulator and manuals. Excellent condition. £325 ono or swap for A1200. Kenny Mackins, 21 Low Cross Court, Knottingley, West Yorkshire, WF11 9AP.

Will swap Zool or Epic for Project-X or Legend. Phone Simon Brencher any time on 0372-467821.

Med / Soundtracker groove needed for new PD release... wanna see your name in pixels? Send disk or letter to Xio Kochanski, Gonzo Extreme HQ, 9 Heron Drive, Polegate, BN26 5BJ.

I have Elf or Kid Gloves to swap

for Premiere. I will also sell them. Both with instructions, Kid Gloves with box. Telephone Leon McGrath on Harrogate 868021.

Amiga 500 for sale. 1Mb. Boxed as new. 20 games. £250 ono. Telephone Trevor Taylor after 7pm on 0842-764038.

I have Another World, Championship Manager, Wolfchild, Future Wars, Crazy Cars 3 or Battlehawks 1942 to swap for any of the following: A320 Airbus, Dragon's Lair 1-3, Harpoon, Chaos Engine or any Leisure Suit Larry. Also Game Gear, games, battery pack and adaptor, all boxed and like new. Only £200. Please phone James Shepherd on 0492 874746.

If you would like to appear in Amiga Action's Swap Shop, write to: Swap Shop, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP or you can fax your message to 0625-876669 marking it for the attention of Amiga Action.

Write below what you would like to swap, sell or need help with. Also, please tick whether you want us to print your address or telephone number (or both).

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